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ISSUE #35

FEBRUARY '96

DONALD

IN MAUI MALLARD

MORE DUCKY DELIGHTS FROM DISNEY

DKC2 PLAYERS' GUIDE PART ONE

SUPER MARIO 64 PREVIEW

PINOCCHIO

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

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ISSUE 35**



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It's a BIG one!

Lean into this longer than usual February and you'll find this month's NMS full to bursting point with goodies! With the release of the Ultra 64 just two months away, we've got the chance for you to win the beast itself. Yes we've left leave of all semblance of sense and are actually giving away the amazing Ultra 64, plus a whole heap of games. We've also a special feature on Mario 64, currently heralded as possibly the greatest video game in history!

Delve deeper into this issue and you'll find we're also featuring Disney Interactive's new platformer, Donald Duck in Maui Mallard. We've also got a sneak preview of Pinocchio, another Disney creation that promises to be a classic!

There are also full reviews of Zoop, Viacom's brand new puzzle game; while the ever popular Real Monsters make their game debut in an insane platform romp! Meanwhile Killer Instinct batters it's way on to the Game Boy, featuring some of the best graphics and animation ever seen on the portable machine!

For all you sporty types, there are tips specials on FIFA 96 and Basketball games; and for the more armchair orientated there are player's guides to Donkey Kong Country 2 and Secret of Evermore as well as all the usual news, tips and articles! Oh, and one more thing. For budding writers out there, there's a chance to get your name in print by sending us reviews of your favourite games! So don't just sit there, turn the page - stardom awaits you!!



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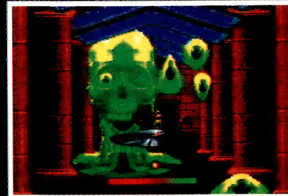
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eaders' reviews



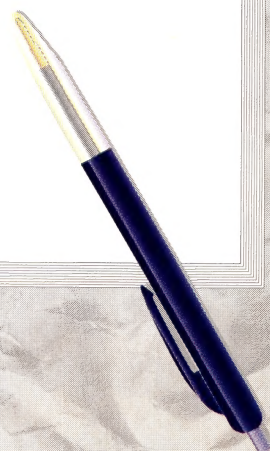
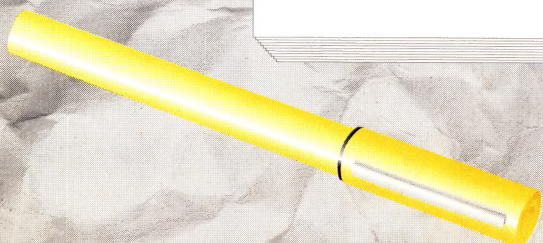
Well, if you think it's that easy, why don't you try it?! Reviews of the same game can vary from magazine to magazine, depending on the interests and preferences of the reviewer. If you think your contribution can add to the range, then send us your own reviews of your favourite and not so favourite games, and we'll take a look at what you have to say.

Try to make them as entertaining and interesting as possible and we'll publish the best of the lot, as long as they're not much more than 300 words long and don't contain anything too messy! Don't worry if you don't have a computer to type on to, as long as your handwriting's readable, that's fine by us! Oh, and we don't mind which games you decide to review, but remember there is more to life than Mortal Kombat and Killer Instinct! So there!

Send your pieces in with your name, address, age and anything remotely interesting about yourself - like any hobbies, ambitions and embarrassing moments that you care to mention. But don't forget to include a photo, so we can put your mugshot on the page as incriminating evidence!

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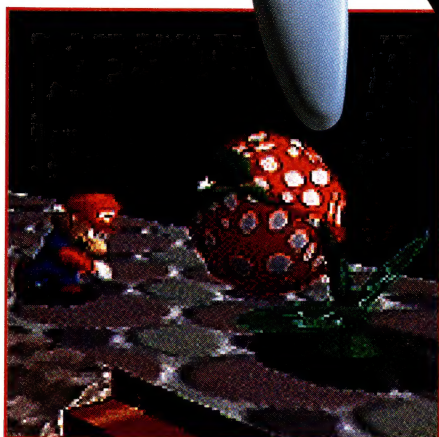
NNN



NINTENDO NEWS NETWORK



CAN IT GET BETTER
THAN THIS?



IS THE BEST YET TO COME?

Nintendo's first showing of the NU64 at Shoshinkai in Japan has been dominating the video games press just lately, and while what was on show was impressive, rumour has it that the best is yet to come! It seems that some reporters left the exhibition with the impression that the NU64 was only marginally better than its rival 'next generation' consoles, even though the 64's polygon processing power exceeds all the rival machines. Well, word has it that Nintendo deliberately held back their most impressive work. Why? For a start Mario now needs to re-invent himself as a next-gen character, and having him playing alone without any real competition is a damn good way to go about it!

We were also led to believe that there would be more than two playable Ultra games on show. Word on the grapevine is, that at least five developers were ready to put out playable software, but at the last minute a decision was made to show the games on video tape instead. Mmm, the thick plottens...

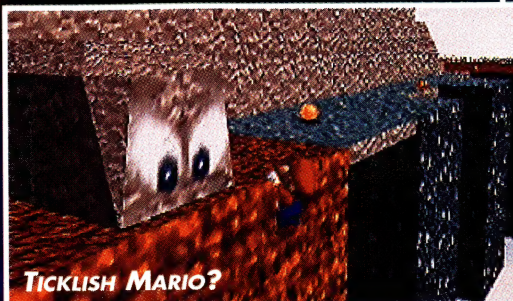
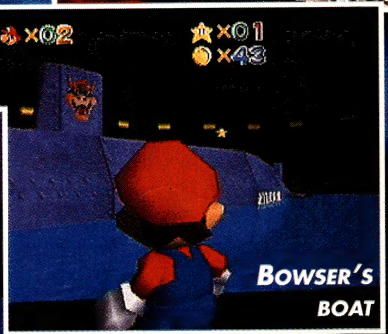
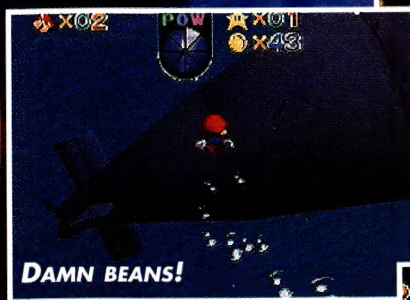
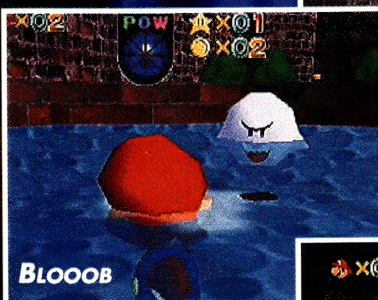
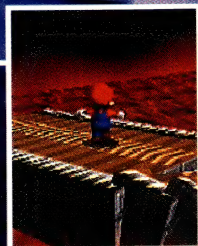
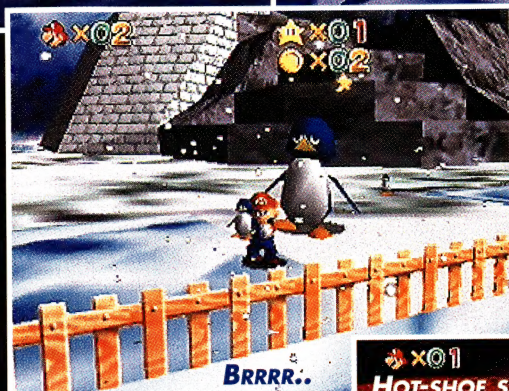
TIME WARNER AND EA SIGN WITH NINTENDO'S ULTRA PROJECT

Two of the biggest games developers around at the moment, Time Warner Interactive and Electronic Arts have joined the NU64 party following the new machine's showing in Japan late last year! Electronic Arts, responsible for FIFA Soccer '96 and NBA Live '96 were originally thought to be supporters of the CD-ROM format, but have announced that they will be developing an exclusive version of FIFA Soccer for the Ultra 64. Meanwhile Time Warner Interactive will be working on a Wayne Gretzky ice hockey title. The new game will feature real-time rotation and 3-D character and background artwork combined with a set of signature concepts designed by Gretzky himself!! No release date has been set as yet, but EA's FIFA Soccer is due out in the Summer this year!



SNAP!

NINTENDO 64 PREVIEW



GAME DATA

- GAME: SUPER MARIO 64
- BY: NINTENDO
- RELEASE: APRIL '96
- GAME TYPE: 3D ADVENTURE
- PLAYERS: TBA
- CART SIZE: HUGE!



SPIDER'S web

catalyst@popmail.dircon.co.uk

Last month in Spider's first dissertation on all things Cyberspace, we gave you a bit of background on the evolution of the Internet. From now on we intend to give you the lowdown on a range of different sites each month. We'll take a subject (sometimes Nin related and sometimes not) and explore the pick of the web sites related to that topic. We're kicking off this month with software based sites.

As I said in last month's trawl through the Web, there are several ways of searching for the things you want to look at. Most of the game related stuff can be accessed from a number of directions. You can look for info by game title, by game genre, by console or even by software house or distributor. So if you want specific stuff on a game then do a search for that game title. If you want information on a range of games that are similar then do a search for the type of game (eg. RPG, Fighting games, etc). If you want to find out what's available for your console you could always do a search for Game Boy, NES or Super Nintendo. When you do a search like that you'll not just get game information but you'll even dig up all the latest press releases and promotional stuff. Don't forget that you can already pick up loads of info on the Ultra 64 as well. So if you can't decide whether to buy one or not or you want to see some preview screens of forthcoming NU64 games now you know where to look!

Alternatively, if you find that a lot of your favourite games are made by the same people then do a search for that company name. Most of the major software developers have home pages and many give you an opportunity to E-mail them with your thoughts and ideas. So don't just moan to us about a poor game - tell the people who make them exactly what you think! (Within reason of course!)

GAMES

Many of the latest games have their own dedicated sites on the Net, some run by fans and some with official backing. For instance, at the moment there's a fan-created site for Mortal Kombat (www-dept.cs.ucl.uk/students/A.Espindola/mk), a great official site for Donkey Kong Country 2 (www.nintendo.com.dkc2/index.html) and another official site for Yoshi's Island (last month's **site of the month**).

You can find pretty much any game you want covered somewhere on the Net. The sites you'll find may range from a small personal home page of someone who's got some top tips on an old NES classic to the official Nintendo backed resource on all things Donkey Kong related. The choice is yours.

Bear in mind that it's not always the unofficial sites that give you the REAL facts. Although it's good to get the facts from people who aren't just trying to sell you something, you'll often find that the official sites have stuff on them that you just won't see anywhere else. So it's worth checking out both sides of the story.

Also, don't dismiss a site just because you're not immediately interested in that game. Many of them are really entertaining in their own right. A lot have competitions and quizzes as well as loads of screenshots, music and sound effects from the games to download.

GENRES

If, for instance, you are really into RPG games, try doing a search for "RPG". Of course you won't just get Nin related RPG sites popping up but you'll also get info on traditional role playing and fantasy games and even Net based stories you can read or contribute to. Once again the American magazine Nintendo Power have a great site. Called Epic Center (from its regular RPG article of the same name), you'll find all the latest news and releases. (www.nintendo.com/epic/epic.html).

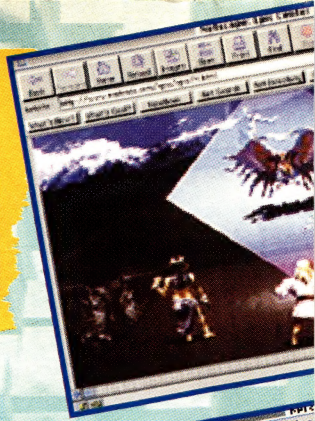
Of course you can always search for other types of games (eg. arcade or fighting games) but you may find that it's harder to find sites that are filed under these genres quite as well as the RPG ones are.

CONSOLES

As I mentioned earlier you can always do a search for everything to do with the particular console you own or are planning to buy. There's plenty of choice here and we'll do a detailed review of all the hardware based sites in the next issue but in the meantime try checking out the Game Boy Home Page (www.cs.umd.edu/users/fms/GameBoy/) or searching for Ultra 64 stuff. That should keep you busy until next month!

COMPANIES

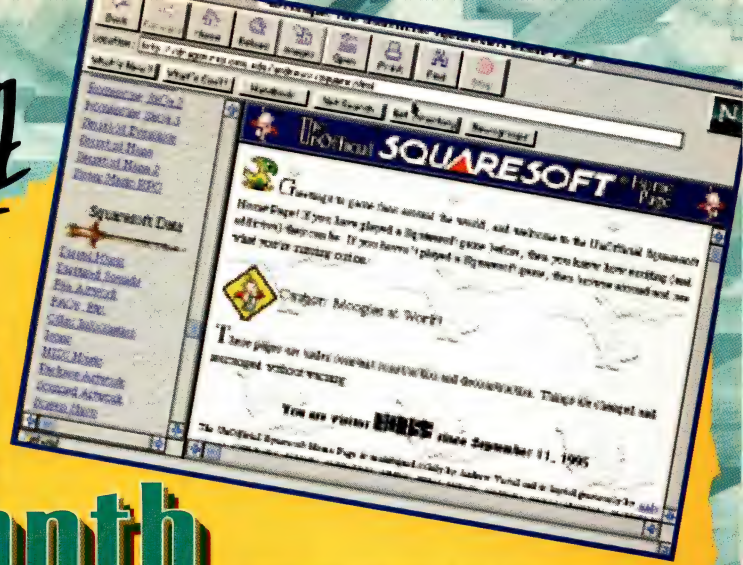
Last month I gave you an idea of the amount of stuff you could find on the Net and the number of companies that have sites for you to explore. As I told you then, most of the game developers and producers have sites dedicated to their software and hardware products. Often fans have created company-specific sites (see this issue's Site of the Month) but more often they are officially organised by the companies in question. Most of the official ones are set up in a similar way with a title page that links you to all its information. They all include details/





site of the month

dragon.res.cmu.edu/andrew/square/html



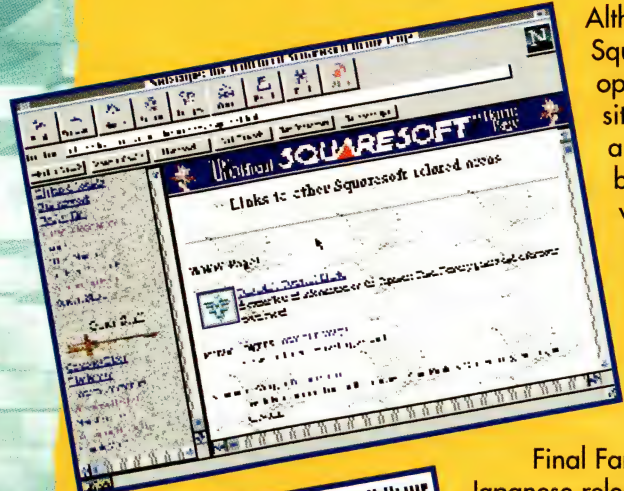
screenshots/
artwork for their
latest releases,
some include

shops or merchandise
ordering areas and some have tips
and cheats available for some of their
older games.

A great way to find some of these
sites is to visit NetLinks: Games
(www.interlog.com/~csteele/games).
Here you'll find an enormous list of
software and hardware related sites
listed by game, company, console, etc.
To get you started here are a few good
authorised company sites we've found:

- Ocean Software:** odon.com/ocean
- Electronics Arts:** www.ea.com
- Virgin Interactive**
- Entertainment:** www.vie.com
- Squaresoft:** www.spin.ad.jp/square/
(this site has an interesting 'Making Of'
feature at the moment!)

*As you can see, there's a stack
of sites to choose from in the
software world of the Internet.
There are far too many to list
here but then half the fun is
surfin' the Net to find stuff for
yourself. The above addresses
should get you started and let
us know (by post or E-mail) if
you find any goods ones we
haven't mentioned.*



Although there's an official
Squaresoft Home Page (address
opposite) we thought that this
site was different enough from
all the other company pages to
be worth mentioning. It deals
with all possible aspects of
Squaresoft products and has
a really nice interface with
two different scrollable
screens in one.

There's really detailed
information on all of the
Final Fantasy games (including the
Japanese release versions) as well as all the
other Squaresoft titles such as Breath of Fire,
Chronotrigger, Secret of Evermore, Secret
of Mana and Mario RPG.

There's an area allowing you access to a
whole host of game related screens,
sound effects and general noises that
can be downloaded and you can even
get at pack art and a selection of fan's
artwork! Check out what the game box
will look like in the shops so you'll
know what you're looking for when
it's released!

E-mailing the site is encouraged and
there's even a chat line
incorporated. There's the usual
list of 'other cool sites' to link
to and a list of merchandise
you can get hold of including
CDs of original game music.

The official Squaresoft site
has some nice features but
is quite high-brow and
serious. I reckon you
should check out both of
them but, for my money,
the unofficial one has the
edge this time.



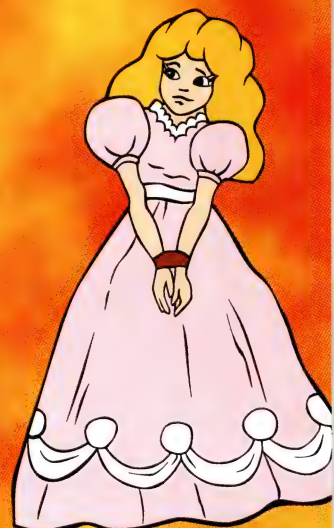
ARE COMPUTER GAMES FAIR TO WOMEN?

XX & XY ARGUE IT OUT!

We hear a lot about the dangers or threats to mainstream society of computer and video games. One branch of this thinks that women are hard done by, by being under-represented and portrayed in ways that are less than flattering to women of the 90's. We can't hope to do more than open a can of worms here, but in attempting to combine investigative journalism and balance, Steve and Louise, two of our hardest-nosed crew consider the arguments.

Let's begin by looking at the main areas of concern:

- 1) More males are represented in computer games than females.
- 2) Computer games are played by a greater percentage of men than women.
- 3) The representation of females in games is limited or stereotyped.



Steve

It's a difficult one to argue this without sounding either like a complete dork or pandering to the latest in 'find yourself through sharing' fads, and sounding like another

complete dork in the process. Still, here goes, think what you like; let's take it a point at a time:

While it's true that most of the characters in video games tend to be male we can't really blame just this industry for encouraging this. A glance through the top ten films or TV shows will reveal a similar breakdown, while works of literature, 'great' and not-so-great, are hardly reknowned for offering enlightened views and portrayals of women and girls. Not surprisingly, computer games have to pretty much follow the same line as do TV drama and novels: involving action, conflict and dramatic settings to sustain the viewer's and reader's interest. Even when they claim to be set on another planet or in another time zone, they still draw on today's society for their inspiration so they're bound to contain some of the same prejudices.

In all areas of entertainment men seem to have the upper hand. Whether that's right or wrong is

not the issue. It's just the way it is. How many films have you seen in the last couple of years with a strong female lead character? OK so maybe there were a few but the big films that everyone remembers have male leads: *Waterworld*, *Judge Dredd*, *True Lies*, etc, etc.

So more games are bought by us boys than by girls. Is that because more games have male characters or are their more male-oriented games because boys are the main buyers? Bit chicken and egg. Who knows for certain?

The games manufacturers are trying to make more of an effort to include some positive female figures. The trouble is that they tend to be at the far end of the cliché scale. Most of the fighting games for instance feature a number of girly gladiators (B.Orchid, Chun Li, Sindel, etc) but none of them are exactly the sort you'd take to meet mother! And at the other end of the line you've got stuff like Barbie or 'damsel in distress' figures like Princess Toadstool. Very life-like I'm sure. Mind you a diminutive Italian plumber isn't especially realistic either, and as far as I can see we play video games to escape from reality not be reminded of it.

So play on and don't worry yourself too stupid over whether you're being politically correct!

GAME GIRL?



WORLD WIDE WEBBED FEET

There are ten levels in Maui Mallard, and you get to be two characters, Maui Mallard the private eye and his alter ego, the Ninja. The levels take you through a variety of environments, starting off in a haunted mansion, progressing through to the deepest parts of a tropical jungle, the inside of a volcano and even under the sea! The entire playing area is very impressive, providing Donald with superbly rendered playing areas to travel through. They're quite similar to backgrounds in Earthworm Jim, with as much vertical as horizontal scrolling. There are plenty of villains to keep you company along the way too. These include voodoo chiefs, pirates, Aztec priests and some particularly annoying green blokes on one of the under sea levels. Unfortunately for you, these chaps are hard to kill with Donald's simple pop-gun, and it takes a bit of practice before you can take them out. On the penultimate level you are faced with hordes of zombies followed by the boss; a gigantic bloodshot eye. To add to the game play Disney have included a lot of secret rooms with other bosses lurking inside.

MUSICAL CHEERS



Mauui Mallard is a successful attempt to re-create the Disney vibe, with some interesting special effects reminiscent of Earthworm Jim and The Mask. The animation is as good as any Disney film, and makes the game great fun. And we must mention the soundtrack, which is definitely a highlight. The music is based on 40's jazz and has a huge speaker-bursting sound similar to all those old black and white movies. It complements the game perfectly, adding a certain quality and occasionally injecting a sense of humour into things. Love him or hate him, it's nice to see Donald up front in his own adventure romp.

THE LEVELS

MOJO MANSION

Donald starts his mission in a huge haunted house, avoiding ghouls and ghosts, travelling through secret passages and a massive pipe organ while being chased by dodgy looking green things! Fortunately, all the villains seem to be repulsed by Donald's shirt!!

NINJA TRAINING GROUNDS

The second level of madness takes you to the jungle, where ol' beaky must fend off some rough looking voodoo priests to earn his ninja skills. Loosely based on those tried-to-make-friends-with-natives-and-failed-miserably type movies.

MUDDRAKE MAYHEM

A strange level full of odd looking duck-like creatures called Muddrakes. They don't cause you too much trouble, but look out, the sloping platforms might!!

BABALAU BABY

One of the funniest areas which sees Donald indulging in a bit of cross-dressing to collect bonuses and fight off baddies. Some of the best music in the game is on this level!

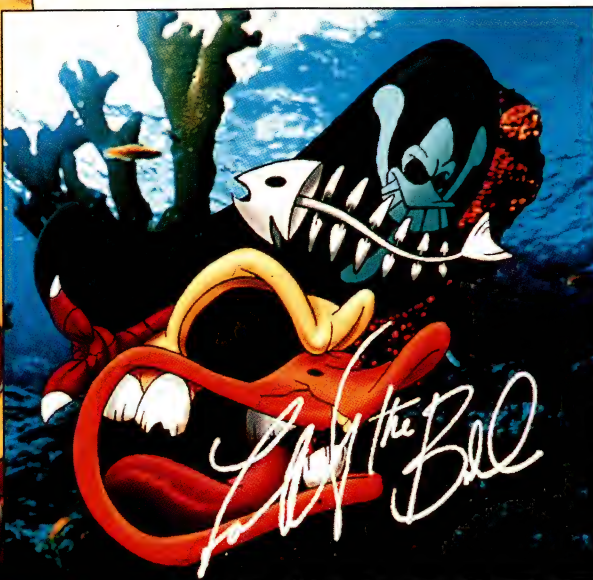
TEMPLE OF SHABUHM SHABUHM

The most hectic level in the game! Donald or his alter ego the Ninja must fight off sinister Aztec priests who are employed to look stupid and wave sticks. There are loads of secret rooms in this level with plenty of bonuses to gain and bosses to fight!

TEST OF DUCKHOOD

Donald Duck goes Bungee jumping! In this entertaining level you must swing from tree to tree by clinging to the elastic vines that live in this part of the jungle. Certainly the most original of the levels and an interesting diversion.

ELS



SACRIFICE OF MAUI

Trapped within a huge volcano, time is of the essence as you have to get out of there before Donald Duck turns into Crispy Duck! The backgrounds reminded us of the hives in DKC 2.

FLYING DUCKMAN

Uoodoo spirits and big blokes with long arms block the path to glory for our hero. Dark and spooky level with an equally sinister soundtrack throughout.

REALM OF THE DEAD

One of the most difficult platforms to negotiate, this level pits you against the zombies in the Realm of the Dead, and there's a boss with one evil eye to contend with!

MOJO STRONGHOLD

The biggest, meanest, nastiest looking bosses occupy the final level and are extremely difficult to kill. Watch out too for the purple blobs that follow them! Here lies the fate of our Donald: victorious private eye or simple boiling fowl? It's all up to you.

COMMENT



ALAN

Donald Duck in Maui Mallard is a traditional style platform game and had it been released before the likes of Earthworm Jim and Donkey Kong Country could have been regarded as a classic! It's not exactly original, but does compensate for this by featuring some excellent backgrounds and vertical scrolling to add variety. I was very impressed with the animation of the sprites, using the old Disney trick of facial expressions reflecting the action. It is possibly a little too cute for some of you hard hearted psychos, but does provide some interesting variations on the standard platform game! I get a feeling this one would make the transition to the Ultra 64 very well, as a 3D environment would have made all the difference!

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Just like the backgrounds in Disney's cartoons! The animation's smooth with cool special effects!

91

SOUND

▲ Best part of the game! The music is just like those old jazz bands of the 40's and 50's and works very well with the style of the game! Some nice sound effects too.

92

PLAYABILITY

▲ Highly enjoyable and likely to keep you busy for months!
▼ OK if you're well into Disney cuteness, but how much of these characters can we take?

80

LASTABILITY

▲ Potentially a long lasting adventure, but we've not yet explored enough to tell.

72

OVERALL

Yet another Disney platformer, this seems to have all the style and humour of its predecessors. Entertaining, but we've seen much of this before.

85

Tips & Tactics

BASKETBALL SPECIAL



NBA JAM

The original NBA Jam took the SNES by storm with its immense atmosphere, gravity-defying action and unbeatable four player simultaneous play. Its plimsoll-squeaking action still looks good amongst the rash of later additions. These passwords and tips will help you keep this at the top of your playing list.

Extra tough opponents
If you fancy an additional challenge try this code:
NPNRDYY PM13JKY

Infinite Turbos
Press any button five times then press Y, B and A.

Better defence
Press any button five times and hold down on the last press.

Special characters
To get special characters press in their code and highlight the last letter; then press L, R, START followed by X or A as shown.

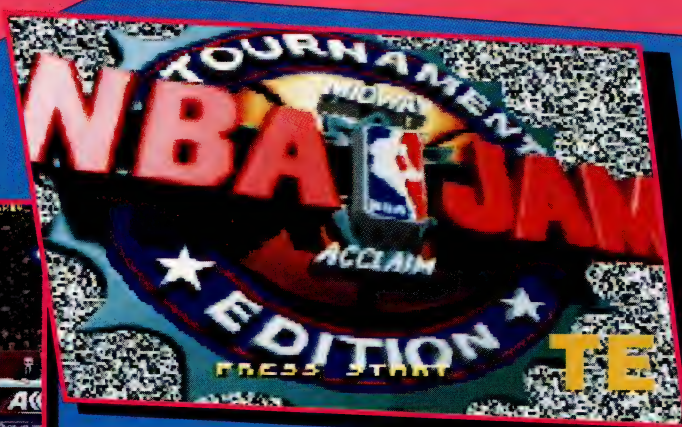
Character Code Button

Scruff	RO	X
Weasil	SAX	X
Warren Moon	UW	A
Kabuki	QB	X
P-Funk	DIS	A



If you're up against one of the harder to beat teams you can always change your team to a better one half way through a game. On the Substitution screen that appears at the end of each quarter hold UP and B for a couple of seconds then press LEFT or RIGHT to scroll through the list of teams until you've found one you'd prefer.
Jason Redwood, Sydney.

At "Tonight's Match Up" Screen press the following button combinations to get loads of hidden options.



To get a Teleport pass:
UP RIGHT RIGHT LEFT A
DOWN LEFT LEFT RIGHT B

To speed up play:
UP UP UP UP LEFT LEFT
LEFT LEFT B A

To make the court slippery:
A A A A A RIGHT
RIGHT RIGHT RIGHT
RIGHT

To make a high shot:
UP DOWN UP DOWN
RIGHT UP A A A A
DOWN

To slam dunk from anywhere:
LEFT RIGHT A B B A

Unlimited fire:
DOWN RIGHT RIGHT B
A LEFT
Unlimited turbo:
B B B A DOWN DOWN
UP LEFT

To goal tend:
RIGHT UP DOWN
RIGHT DOWN UP
To get power up juice
press B 14 times at
"Tonight's Match Up"
Screen then hold down
until Tip Off.
Simon Williams, NSW.

James Ladyman sent us some great codes to play as secret players - should be interesting!

Press BAA to play as Bill Clinton
AAS = Hillary Clinton
SBB = Heavy D
ASS = Jazzy Jeff
SAB = Will Smith
BSA = Randall Cunningham

ACTION REPLAY CODES

For fast Player One:
7E07 C30F
For fast Player Two:
7E08 AB0F
For fast Player Three:
7E09 930F
For fast Player Four:
7E0A 7B0F
No head Player One:
7E07 C8FF
No head Player Two:
7E08 B0FF
No head Player Three:
7E09 98FF
No head Player Four:
7E0A 80FF
Opposition can only score four points:
7E0C BF02
No shot clock:
7E0C CF0B
Chris Wood, WA.

It's all-action on court as the teams line up for some hot ball play. Basketball games old and new can all benefit from a little spice with the addition of these cheats and codes. So add some new characters, play tougher opposition or toughen up your own side with these contributions from far and wide.

To play as Michael Jordan. Go to the Player Edit screen, choose a player and name him as JORDAN. This will make the computer change all the player's stats to those of Michael Jordan!

This same cheat will also work with the following names:

To play as Walt Frazier, enter FRAZIER.

Bill Walton = WALTON

Kevin McHale = MCHALE

Pete Maravich = MARAVICH

Kareem Abdul-Jabbar = JABBAR

Jerry West = WEST

Bill Laimbeer = LAIMBEER

Julius "Dr J" Erving = ERVING

George Mikan = MIKAN

EDIT PLAYER	
NAME	CHAMBERLAIN
NUMBER	13
HEIGHT	7'1"
WEIGHT	275
HAND	RIGHT
HEAD	18
PLAYER	1
POSITION	CENTER
COLLEGE	KANSAS

Wilt Chamberlain = CHAMBERLAIN

John Haulicek = HAULICEK

Oscar Robertson = ROBERTSON

Bill Russell = RUSSELL

Elgin Baylor = BAYLOR

Larry Bird = BIRD

Paul Graspas & Adrian Oorloff, Vic.

EDIT PLAYER	
NAME	ERVING
NUMBER	6
HEIGHT	6'7"
WEIGHT	210
HAND	RIGHT
HEAD	14
PLAYER	2
POSITION	SMALL FORWARD
COLLEGE	MASSACHUSETTS

LOONEY TUNES BASKETBALL

Although it's not a 'serious' basketball game as such, *Jane Morton from Melbourne* has sent us some great codes for it. They're a bit tricky to input quickly enough sometimes so you might want to practice on the Code Hunt screen first. Some of them cost though so we've included the price afterwards.



Dog Ball Option

RIGHT RIGHT RIGHT LEFT LEFT TURBO to turn the option on and off. (Free).

Short Fuse

Light a bomb then press DOWN DOWN+X to give it a short fuse. (€5).

Become bugs

Press X, Turbo, X+Turbo to temporarily change your character into bugs. (€5).

Extended play

Add time to the clock by pressing UP RIGHT DOWN LEFT and TURBO. (€50).

Random Fuse

Make a bomb have a random fuse by pressing DOWN DOWN UP X. (€5).

Become Elmer Fudd

Press RIGHT RIGHT UP UP TURBO. (€5).

Become Daffy Duck

Press RIGHT RIGHT DOWN X. (€5).

Become Wile E. Coyote

Press X TURBO TURBO X. (€5).

Become Sylvester

Press TURBO, TURBO, TURBO X. (€5).

Goaltending

Turn the goaltending penalty on and off by pressing LEFT LEFT UP UP RIGHT RIGHT TURBO. (Free.)



"That's all Folks!"

DONKEY KONG COUNTRY 2™ PLAYERS' GUIDE

COUNTRY 2™ DIDDY'S KONG QUEST™

W

elcome to the wonderful world of Donkey Kong Country 2 – Diddy's Kong Quest. This month and next we'll be giving you a complete guide to the levels and making sure you know the **good guys**, the **bad guys** and all the **bonuses** and **power-ups** to get you round the island and rescue old Donkey Kong. Pack your bags and pick up your baseball cap! K.Rool get ready!

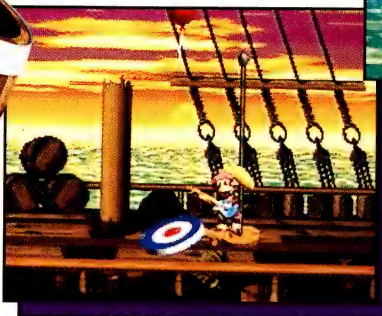


KLOMP

These one-legged buccaneers can make plenty of trouble. The main protagonists of K.Rool's crew, they're all over the island so you'd better be on your toes!



Bull's eye! Time for a bit of target practice!

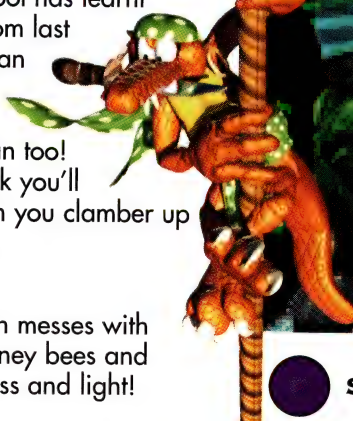


Just hanging around! Dixie's pony-tail's invaluable. She can even pick up and chuck things with it!



KLINGERS

Kaptain K.Rool has learnt his lesson from last time. Apes can climb so now the Kremlings can too! So don't think you'll be safe when you clamber up the rigging!

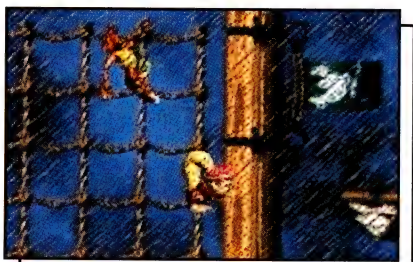


ZINGERS

Buzz buzz! Not even the Kaptain messes with these guys. They're big nasty honey bees and have nothing to do with sweetness and light!



Rampaging in the rigging!



GANGPLAN



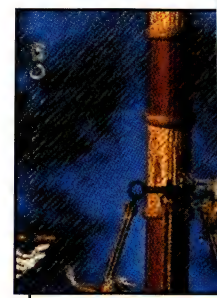
SHIP LEVEL



RIGGING LEVEL

KANNONS

If you want to use a Kannon, you'll have to keep an eye out for a Kannon Ball to load it with. They'll usually be hidden somewhere on the same stage and if you can find one, the Kannon can propel you to special bonus stages.





BANANA BUNCH COINS

These coins are legal tender all around the island and you can buy plenty of advice or help with them. So make sure you collect plenty of cash!

K GALLEON



FLOTSAM

These guys are OK as long as you leave them alone. Get too close, though, and you'll find they've a sting in the tail!

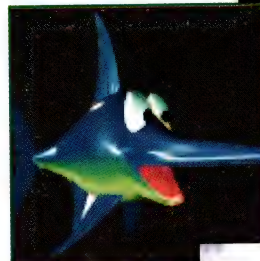


PUFTUP

He's pretty 'puffed up' with his own importance so keep away from his spikes when he inflates himself.

ENGUARDE THE SWORDFISH

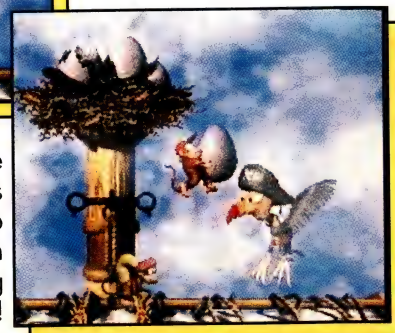
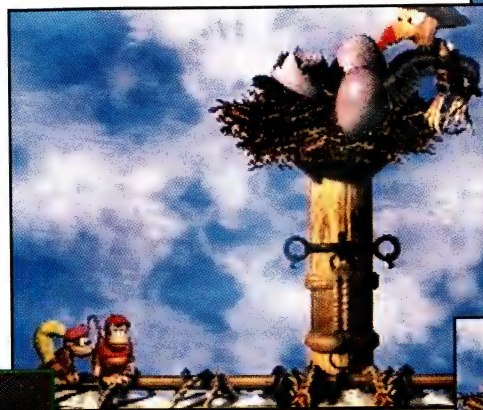
You'll find your old friend Enguarde floating around to help you out in the underwater stages. His razor-sharp bill can get you out of all sorts of trouble. Get the point?!



The first level boss you'll encounter has hidden himself in the Krow's Nest with a stash of huge eggs.



Hairy help! Dixie can do things with her pony-tail that would curl a sailor's hair!



You've got to be quick to ruffle his feathers. Pick up the eggs he'll throw at you and drop them back on him. Do it enough times and he'll be squawking on the other side of his beak!

RATTLY THE RATTLESNAKE

Rattly's got to be the Kong Clan's only reptilian friend! He can catapult you up to hard to reach places with his super jump (A button).



● WATER LEVEL ● BOSS LEVEL

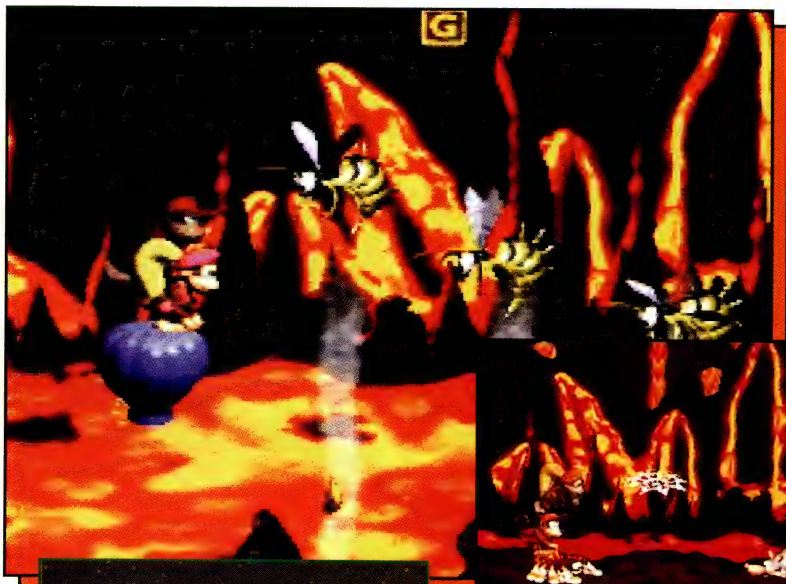


BALLOONS

They're not quite as good as Funky's Flights for getting you around but they'll do for getting across some nasty lava pools. Make sure you re-inflate them regularly though or you may come to a nasty end.



CROCODILE



CLAPPER

Your old pal Clapper has the ability to lower the temperature of his surroundings. Very handy when you're trying to cross the odd lava pool! Don't keep him under too long though!



SQUITTER

Squitter's an important friend to have around on your quest across the isle. He can cross vast chasms in a single bound. (Well almost!).

KANNON

They're back and this time they mean business! This aggressive lot have upgraded their arsenal and when they blast their state-of-the-art kannon balls you'd better not be near by.



LAVA LEVEL



MINE LEVEL

Hmmm. A miner problem!

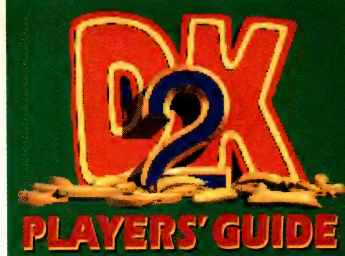
Take cover!

KROKHEADS

Nice teeth! But you haven't got time to sit around admiring their dental work – keep on runnin' or they'll toss you in the drink!

CRANKY KONG

Cranky by name and Cranky by nature. This old guy doesn't have much time for youngsters terrorising the place but he'll give you some useful advice if you cross his simian hand with silver.



CAULDRON



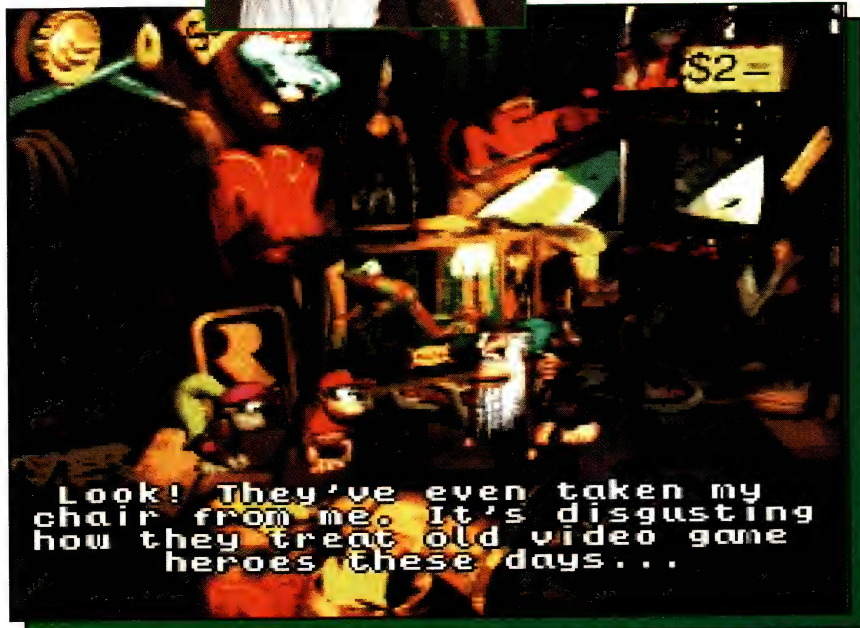
WATER LEVEL

BOSS LEVEL



KLOBBER

He can hide in barrels to protect himself from your attacks so he's not easy to despatch. Watch him – he'll use his barrel to push you off ledges into lava!



CRANKY'S VIDEO GAME HERO COINS

Lovingly crafted by Cranky Kong's fair hairy hands, these coins are strewn all round the Crocodile Isle. There's one in every stage and if you manage to find them all you'll be able to prove once and for all to Cranky that you know your gaming stuff!



FUNKY KONG

All aboard for Funky's Flights II. Your old mate Funky is back with his own unique brand of travel service. It's the only way to travel! Whenever you need to pick up some extra lives or bonuses, just jump on a Funky Flight and head for any of the previous stages.



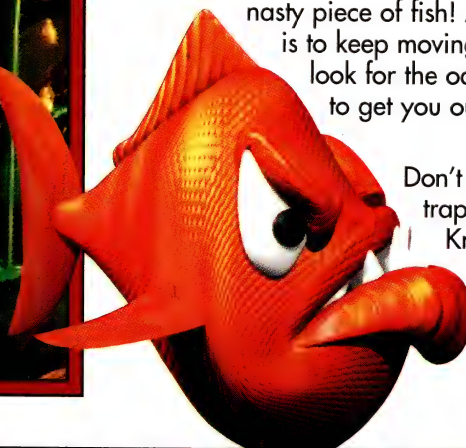
FLITTER

These friendly looking dragonflies aren't quite what they seem. You'll usually find them hanging around the swamplands. Don't mess with them and they won't mess with you!



LOCKJAW

You'd be wise to keep away from this nasty piece of fish! All you can do is to keep moving and maybe look for the odd blast barrel to get you out of there!



GLIMMER

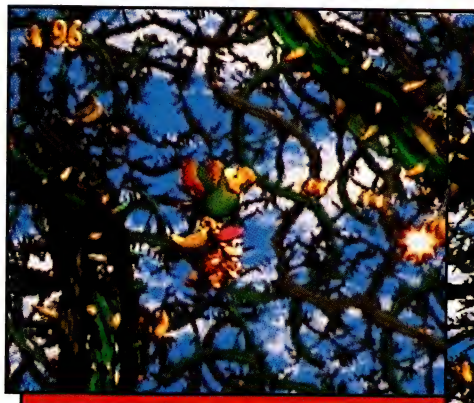
Don't panic when you're trapped in the depths of the Kremling seas. There's a 'glimmer' of hope when he lights his flashlight to guide the way!

KREM



SQUAWKS THE PARROT

If you need a lift then this multi-coloured parrot is the bird for you! He's got a huge supply of eggs to see off even the most determined foe and he's much stronger than before so he can carry easily both of you to the heights!



SWAMP LEVEL



RIGGING LEVEL



WATER LEVEL

DIDDY AND DIXIE BARRELS

You'll find blast barrels dotted all around the island but if there's a picture on the side you'll only be able to use them if it's you!





QUAY



KROOK

By hook or by krook this salty seaman has a talent for mayhem. His boomerang hook 'hands' will make your eyes water if he catches up with you!



KUTLASS

Cutting down anything in his way, this little Kremling will swash his buckles 'til doomsday if you don't get in there and stop him.



MORE NEXT MONTH

 **BRAMBLE LEVEL**  **SHIP LEVEL**  **BOSS LEVEL**

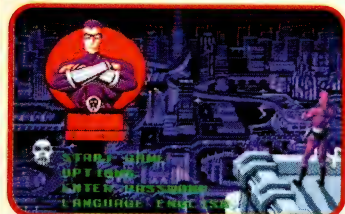
NEEK

Blistering bilge rats! They look cute but they're vermin! K.Rool thinks they're great of course!



KUDGEL

Kudgel can really throw his weight around when he wants to! Don't be on the ground when he lands or you'll be in trouble.



CART SPEC

- BY: VIACOM
- RRP: TBA
- RELEASE: TBA
- GAME TYPE: PLAT. SHOOTER
- CART SIZE: 16 MEG

GAME FEATURES

- PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: 5 or 10
- OPTIONS: Number of lives

GAME INFO

- GAME ORIGIN:
Based on a hit 60's comic strip, apparently!!
- GAME DIFFICULTY:
Medium - Very Hard
- FIRST DAY SCORE:
Splattered by first boss!!
- ALTERNATIVES:
Judge Dredd, Ninja Gaiden, etc, etc.

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Good

A Fire (inductance rope)

B Jump

X Fire (Inductance rope)

Y Fire (Energy Blast)

L/R Nothing

S Start: Weapons available
Select: Nothing

GAME CREDITS

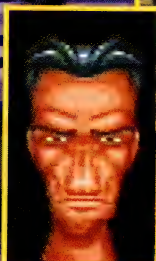
- DEVELOPED BY: Nintendo
- DISTRIBUTED BY: Viacom New Media
- MADE IN: USA
- ARTWORK: Hearst Entertainment

PHANTOM

NICE LEGS!

The Phantom strikes again! The superhero who shares his tailor with Prince somersaults his way onto the SNES this month, starring in his own platform game. Last month we had a glimpse of old lycra-legs at work, so now here's a bit more depth, beginning with a quick run through the storyline:

In this adventure our snappy-dressing super hero must save the city from the evil clutches of Rebecca Madison, who runs the large and decidedly unscrupulous Maximum Inc. corporation. To do this the Phantom has a variety of 'make friends quickly' weapons, such as an Energy Blaster, Breaker, Homing Missiles and a deadly boomerang!



SURPRISE SURPRISE!

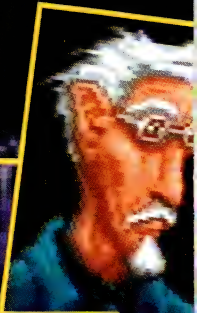
As you may have guessed, Phantom 2040 is basically a bog standard Platform shoot-em-up, but with one slight difference.... it's excellent!! The reaction in the office when this arrived was decidedly muted, but we were all pleasantly surprised. Having said that, the first level was less than impressive, with relatively easy platforms and nothing apart from a spaceship to give you any real trouble. But as soon as the first level is completed, the real game opens up.



I HOPE THIS JUMPSUIT'S RADIATION-PROOF!



LYCRA'S SO FLEXIBLE, DON'T YOU FIND?!



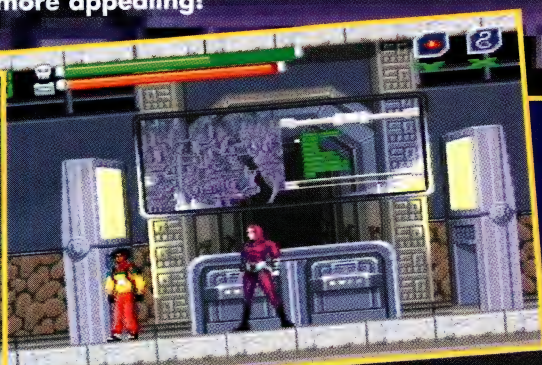
2040

DECISIONS, DECISIONS!

At the start of the game there is a map of Metropia with the highlighted areas being the ones you can access. When the game starts the University is the only place you can explore, but once that level has been completed, the Phantom can go wherever he wants in the city, ranging from the Warehouse, Docks, Industrial Zone and even the Maximum Building! Such choice!

Unlike most standard platformers with vast scrolling levels and a big boss at the end, Phantom is a well-paced affair with bosses all over the place, making it much more playable. And the fact that you, not the computer, choose where the Phantom goes makes it all the more appealing!

THE BIG M.
SO WHERE'S
MY BURGER?



SHAME ABOUT THE FACE!

That's not to say the game's perfect. Far from it. The whole presentation of the game is a little ropery, and the character's movement could be improved a lot, but the soundtrack's really good, with atmospheric music running throughout and the villains explode satisfyingly when blasted. There's also a choice of weapons to use, but these need to be picked up on certain levels and can be a real pain to find. To be honest, all you really need is the Energy Blaster and the Inductance Rope, a smart little tool that old Phants uses to scale walls, swing off trees and generally make his life a whole lot easier!

WHAT WAS THAT CREAKING?



STEVE

Phantom 2040 is an extremely deceptive platformer. On the first look you could be excused for thinking "Oh God, a dodgy cartoon conversion" but don't let the rattling graphics put you off! There's a lot more to this than meets the eye! Once the first level has been negotiated you are free to roam the city, blasting renegade robots at your leisure! I found the game itself pretty complex, up there with some of the largest and most complicated platforms around. There's also a wealth of things to pick up, and in the sprawling city of Metropia it's like looking for a needle in a haystack at times. But all this makes the game more enjoyable to play. With the recent glut of games based on cartoons, it's very refreshing to see a software house making an effort to make the game more playable. It won't sell by the truckload, due to the shoddy presentation and second rate graphics, but it's definitely worth a look!

COMMENT

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

- ▲ Nice backgrounds, shame about the sprites though.
- ▼ Scrolling is quite impressive, revealing a vast playing area!

70

SOUND

- ▲ Cool, atmospheric music and excellent explosion noises!
- ▼ A little more variety in the sound would have been better.

85

PLAYABILITY

- ▲ Excellent! Lots of things to pick up, choice of weapons and vast platforms.
- ▼ Better graphics and smoother animation would make this game a classic!

92

LASTABILITY

- ▲ This one takes a long time! There are plenty of levels to choose from and the playing area is so big it can take you a few hours just to find a couple of power ups!!

90

OVERALL

A well thought out and complex game. The fact that YOU control where the Phantom goes adds to the interest. It's only the graphics that spoil it a little!

89

PREVIEW **SUPER NINTENDO**
ENTERTAINMENT SYSTEM

Pinocchio

The Disney film Pinocchio was, and still is, arguably the most perfect animation ever made. The classic tale of the wooden puppet first hit the big screen in 1940 and has stayed popular ever since.

Now the boffins at Disney Interactive have dragged old big nose kicking and screaming into the Nineties with the release of Pinocchio on the SNES.

Become a Real Boy

The game's nine levels are taken from the most memorable parts of the film and feature Pinocchio on his quest to become a Real Boy. This can only be achieved by being honest and doing virtuous deeds. In each level there are three badges to earn by being brave, honest and able to tell right from wrong! (We hope you're doing this at home!)

In addition to gameplay the game features over 2000 frames of animation specially created for Pinocchio's new career. It returns to the movie and takes four of the songs for the soundtrack.



They're all there!

It all looks impressive with lush, well rendered backgrounds and sprites featuring Disney's famous animation which looks and moves just like the film! It's basically a side-scrolling platform game with standard secret levels and bonuses, but has been specifically designed for younger players who can associate it with the film. There are plenty of familiar characters such as Jiminy Cricket and the lovable Geppetto. The gameplay itself looks surprisingly good, with Pinocchio travelling through the game by swinging on balloons, dropping down on an extremely fast rollercoaster ride, exploring the sea bed in search of Geppetto and even getting trapped in the belly of the whale Monstro - easily the best bit of the film!

Who's pulling your strings?

There are three difficulty levels. 'Easy' has been designed especially for children, and by the use of special program assists, allows a young player to successfully complete the game. In this mode it will be very difficult for the character to take substantial damage. 'Expert' level caters for hard-core gamers, with more villains and lower health margins!

GAME DATA

- GAME: Pinocchio
- BY: Disney Interactive
- RELEASE: TBA
- GAME TYPE: Platform Adventure
- PLAYERS: One
- CART SIZE: Dunno!



Comic Heroes

If you're a Marvel comics buff, then you'll probably know who Spawn is. If you're not you've probably got a real life with other interests. But don't despair, your ignorance is about to be corrected! Spawn is in fact America's most popular Marvel comics character and is due to star in his very own live action movie, animated cartoon and now he's even got his own video game! Star quality or what?



Spawn Again!

Created by Spiderman maestro Todd McFarlane, Spawn (real name Al Simmons) was once a government spy who was killed by one of his, erm.. colleagues! But as luck would have it, a being called Malebolgia (try saying that with a mouth full of biscuits!) took pity on poor Al, and fitted him with a special symbiotic suit to bring him back to life with, yes that's right, Super Human powers!

Cape Fear

Spawn has a variety of attacks to help him in his quest. His main weapon however, is his strange looking cape! It protects him against bullets and punches and even helps him to scale tall buildings! He can also perform a variety of extremely unpleasant moves, ranging from fireball attacks to electric shocks and even teleportation!



Down By The Docks

Our hero discovers that 13 children have been abducted by a strange mutant thingy, and takes it upon himself to explore the warehouses in downtown New York, dishing out some choice retribution to anyone who gets in his way!

Play Rough

The game is a side scrolling beat 'em up reminiscent of other comic-based conversions, with the same gameplay that made games like Streets of Rage and Final Fight so popular! From what we've seen it looks pretty impressive with well rendered backgrounds and detailed looking sprites! The style is undoubtedly comic book, with plenty of bright colours and small insertions of text to give you information!



The Mob

There are loads of mean looking bosses to contend with, ranging from a Mafia

designed cyborg to The Butcher, a particularly offensive looking guy who was placed in an Institution for the Criminally Insane, for committing unspeakably brutal and horrific acts against children! You have been warned...



It's Coming!

We'll be giving you a full review of Todd McFarlane's new masterpiece in a later issue, so keep your eyes peeled and may your Spawn stay warm!!

GAME DATA

- GAME: Spawn
- BY: Acclaim
- RELEASE: Now
- GAME TYPE: Beat 'em up
- PLAYERS: One
- CART SIZE: 24 Meg





We've had loads of you writing in to ask how you can select the special Kool Kodes in Mortal Kombat 3. So instead of squeezing them all into the Q&A page, Skull has allowed us to use his wisdom for this Tips special.

First off, you need to make sure you're playing in 2 player mode. Then when the 'Versus' screen appears you'll see a row of six icons at the bottom of the screen. You can change these icons by hitting the Y, B and A buttons to select different symbols. (Y = Left icon/B = Middle icon/A = Right icon). You have to be quick though because you'll only have a few seconds. Different combinations of symbols have different effects and outcomes so we've tried to list them all here for you. You'll need to press the buttons a certain number of times to select the symbol you want so below is a list of how many hits you need for each icon.



Tips & Tactics

						Half Energy Player One
						Half Energy Player Two
						Quarter Energy Player One
						Quarter Energy Player Two
						Fight in Darkness
						Mental Kombat
						Unlimited Run
						No Blocking
						No Throws
						No Metre on Screen
						Random Morphing during Fight
						Text Message
						Text Message 2
						Text Message 3
						Play Galaga
						Winner Fights Noob Saibot
						Winner Fights Smoke
						Winner Fights Montana
						Winner Fights Shao Khan

Competition

*Your
chance to*

Win an

Ultra-64

...and a whole heap of games!!

*Answer just six
questions and
Nintendo's hot new
console could be yours!*

The Questions!

- 1 In which City is the SNES game Phantom 2040 set?
- 2 How many levels are there in Maui Mallard on the SNES?

Yes that's right just six easy questions could stand between you and an Ultra 64, plus a heap of the fastest and best games you're likely to encounter. Two questions appear this month, and a further two, with tokens and the entry form will be in next two issues. Answer all six questions correctly, send in the three tokens and your name could be the one chosen to win Nintendo's best ever console, the blisteringly fast Ultra 64.



Conditions of Entry

Promoted by Catalyst Publishing, Level 128, Rialto 525 Collins Street, Melbourne, VIC 3000. Entry is open to residents of Australia & New Zealand with the exception of officers or employees (including immediate families) of the promoter, it's advertising, sales promotion agency and printers. Entries close by the end of the working day Wednesday 24th April 1996. The winner's name will be printed in a future issue of Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judges decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is a game of skill, not chance, and as such all entries will be judged on merit.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SECRET OF EVERMORE™

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LICENSED BY NINTENDO

CART SPEC

- BY: Squaresoft
- RRP: TBA
- RELEASE: TBA
- GAME TYPE: RPG
- CART SIZE: 24 Meg

GAME FEATURES

- PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: Infinite
- OPTIONS: Character/save

GAME INFO

- GAME ORIGIN:
Out of the Secret of Mana, Zelda, Link, etc tradition
- GAME DIFFICULTY:
Gets harder as you progress
- FIRST DAY SCORE:
Bugmuck'll do nicely
- ALTERNATIVES:
Secret of Mana, Young Merlin, Zelda and Link

GAME CONTROL

- CONTROL: Good
- RESPONSIVENESS: Good

A Nothing

B Activates options,
Pick up ingredients

X Player status

Y Weapon skill

L/R Nothing

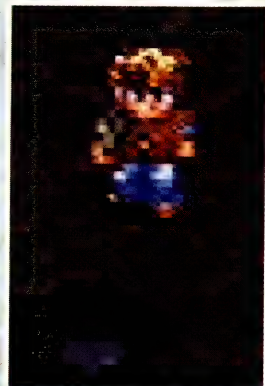
S Start: Starts game
Select: Pause

GAME CREDITS

- DEVELOPED BY: Squaresoft
- DISTRIBUTED BY: Squaresoft
- MADE IN: USA
- ARTWORK: Squaresoft

The Secret 0

Last month we whisked you off to the fantastic world of Evermore, the setting for Squaresoft's new RPG. It's certainly an interestingly weird place, crammed with all manner of odd creatures, magic potions and some fearsome end of level bosses! This month, we're giving you the lowdown on the next set of levels!!



ERM - IT'S BEEN NICE
BUT I REALLY MUST BE
OFF NOW.

The Big Wide World

Once you have left Fire Eye's village, the path to glory and Bugmuck lies through the jungle, where you face those plants-with-attitude and irritating mosquitoes. Next is the quicksand desert where you encounter a strange old man with the Jaguar Tooth Ring, which enables you to run like the clappers to avoid being sucked into the sand whirls. East of this desert lies the swamp with it's weird monsters. It's nearly impossible to defeat these living skeletons by using the femur of Fury alone. You must also use the magic formulas made from the alchemy ingredients you collected in the previous levels. This is the key to the whole game so don't worry about using them too much, as the more you use them the more powerful they become!

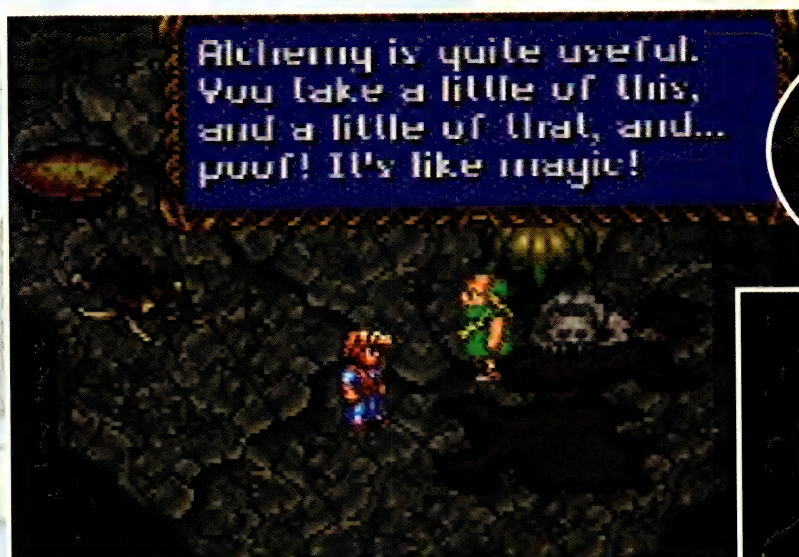


LOOK OUT! IT'S ONE
OF THOSE PINK
THINGS AGAIN!



BUGMUCK -
DON'T DRINK
THE WATER!

Evermore



Big Bug, Strong Heart

The boss of the swamp level is Thraxx, a huge fly like thingy who is holding Strong Heart hostage! To take care of Thraxx simply hit his ribs with Femur until they open up, then get inside quickly and use the Flash and Hardball spells. This may take a while, but the heart is the weakest spot on Thraxx's body and sooner or later you'll get rid of him! If you do get whacked by the big bug, just use the petals and dog biscuits collected on the way to gain more energy. After you have defeated Thraxx, you'll have rescued Strong Heart, gained a new weapon, the Spider's Claw Axe, and be ready to make a triumphant return to the village! You'll also gain two new alchemy spells from Strong Heart!

BACK SAFE IN THE VILLAGE WITH ONLY THOUGHTS OF HERBS, ROOTS AND PETALS IN YOUR MIND.



In the Country

Once you are back in the village, it's time to embark on the next mission. A volcano in the north of Evermore is not working and the whole place is getting colder! Before you set off, there will be loads of alchemy ingredients on offer, so collect what you can and make sure you rest before you go.

Heading North

Due north of the village is the Mammoth's Graveyard, home to the vipers, particularly nasty creatures reminiscent of those weird pink things in the sand whirl level. You and the faithful hound shouldn't find them too much trouble, and it is a good place to experiment with new magic formulas and spell-casting! The Viper Commander is quite hard to beat unless you use the tried and tested Flash and Hardball magic spells, but once he's out of the way you'll have earned a new weapon, the Horn Spear!



Spelling or Smelling?

After you've settled your argument with the Viper Commander, yet another alchemist appears and feeds you new details about the mission. You find out how to get inside the volcano. Once he has finished go through the mammoth's skull into another jungle area, this time full of raptors and vicious man and dog eating plants! In the jungle there's a selection of caves to explore! Don't worry about getting into a fight in some of them, as you can gain Dino Skin battle armour which really boosts your defence! On this level the chances are you'll have to do a spot of gardening by cutting through grass and plants to proceed. Don't be too hasty though - there are plenty of ingredients to be found so search everywhere. Also, keep your eye on the dog, his sensitive nose can sniff out important ingredients! Towards the end of the level there are huge steam vents to be found. If you enter the steam vent it will blast you skywards to the top of the volcano, and here you'll meet an alchemist. Without him your days on Evermore are numbered! He gives you the levitation spell, but one vital ingredient is missing. It's called Mudpepper and can be found in the swamps of the east!

Eeeek! Monsters!

There are literally loads of undesirables on this level. Frippos, spiders and more psycho plants litter the playing area. Against these villains it's easier to use your axe to take care of them, but remember to use the spear as you need to boost it's power to take on the next boss! Salabog is a stupidly named giant snake who attacks you from below using projectiles and huge fangs! To take care of this reptilian ruffian hold your position on the bridge closest to the serpent, wait for him to attack then spear him! Before you reach him, remember to set the dog on fighting mode, as you'll need all the help you can get!



Blimp's Beating Heart

After silencing the snake, a strange chap called Blimp will appear! You catch him in a very generous mood and he gives you a beating heart and a golden key, and the vital Mudpepper for the levitation spell! Now, go back to the mammoth's mouth and the cave that takes you in to the volcano. Have a hunt around for some more ingredients then use the Levitation spell to lift the rock blocking the entrance.



KEEP THE
NOISE
DOWN!



Well I Never Did!

It seems that the population of Evermore use the volcano as their own central heating system! Once you enter the mountain the first thing you encounter is a maze of water pipes! The trick is to find the switch that opens the gate. To find it, take the maze that goes to the left of the screen, and after a few soakings our hero reaches the pit with the switch symbol! Once inside the volcano, the boy must use his Levitation spell to move more boulders. There's a lot of Mudpepper to be found, so don't worry about running short on supplies! If you move boulders into the lava below, they'll form bridges to different areas.



'ERE MATE, YOUR DOG'S
CHANGED AGAIN!

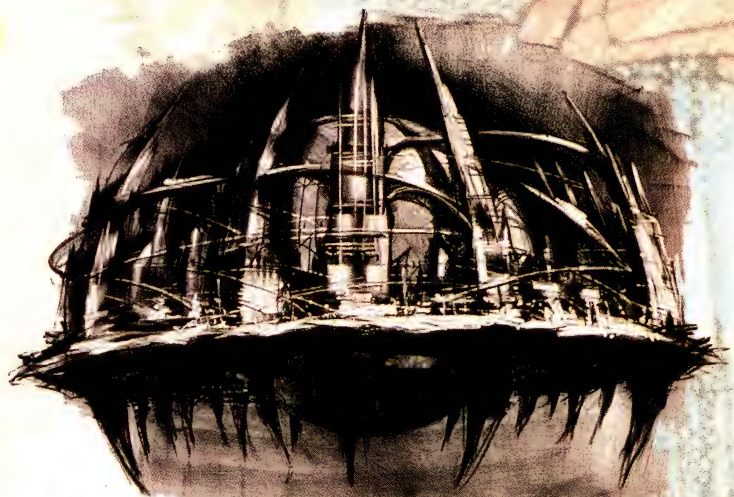
On the Beach

On this level the boy wakes up on the beach, with no sign of the dog. Take a walk around the place and you'll bump into a shipwreck and mob of unruly sailors! These guys will sell you armour, but if you have no talons left, go east of the shipwreck and defeat the Mad Monk (not a difficult task!) and earn 75 talons each time! Blimp, the alchemist from the previous level makes a return, and gives you the Crush magic spell and urges you to look for the dog. Before long a large fountain will appear, and guess who jumps out! The pooch has certainly changed since the explosion! From being a stocky, wolf-like creature he has turned into a slim greyhound. Now back to full strength, the boy and his dog enter the Palace which magically appears behind the fountain. In the Palace you'll find the details of your next mission!



Under the Volcano

Once the centre of the volcano is found, you'll come across Fire Eye's evil twin sister who will order Magmar the monster to attack! Use your spear at close range and magic spells from a distance. Keep the dog in fighting mode and don't forget to use petals and dog biscuits if the going gets rough! If you sink the lava beast, the twin appears yet again, and with that the whole volcano explodes, firing you and the dog high into the air, but when you hit the ground you're in a totally different place!



The Eyes Have It

It seems that this strange new place is in disarray, due to the disappearance of a pair of Diamond Eyes which were in the Sacred Dog statue. The ruler of this place, Pompolonius, is offering a reward for the return of the eyes. And being the adventurous types you are, you accept the challenge. This new world, Nobilia, is surrounded by desert sands. There are two ways to cross the desert. You can risk it by crossing on foot, whilst trying to avoid spiked tumbleweeds and spiders, or if you still have an Annihilation Amulet to spare, pay the ghostly sailor and he'll row you across in safety!

Market place

The city of Nobilia is due north of the sands. On the way you'll find four oases to show you the way to the city. After taking care of some unwanted attention from the local inhabitants, the city entrance will be found in the west. On entering the city the first thing you'll find is the market, a complete treasure trove of goodies and magic ingredients. But be careful, as with all markets, some deals are better than others, and you'll have to use your own common sense to decide! See our market map as a guide to the best stalls. To buy items from the market you have to trade with whatever you've got! Basics are jewels, jars of spice and bags of rice, but try out other things if you think there's a bargain to be found! The main things to find are the Annihilation Amulet, Obsidian Helmet and Centurion's Cape. Good luck!!

Here's a guide to what you'll find and what to trade in Nobilia Market.

SOUVENIR SPOON - 10 JARS OF SPICES

BAG OF SPICE - 4 POTS/4 BAGS RICE

BAG OF RICE - 3 JEWELS

BAG OF SPICE - 20 JEWELS

BEADS - 12 JEWELS

POT - 2 BAGS RICE

BAG OF RICE - 9 JEWELS

CHICKENS - 2 BAGS OF RICE/1 JAR OF SPICE

PERFUME - 3 JARS OF SPICE

BAG OF SPICE - 3 POTS/2 BEADS

BEADS - 3 JEWELS/1 BAG RICE

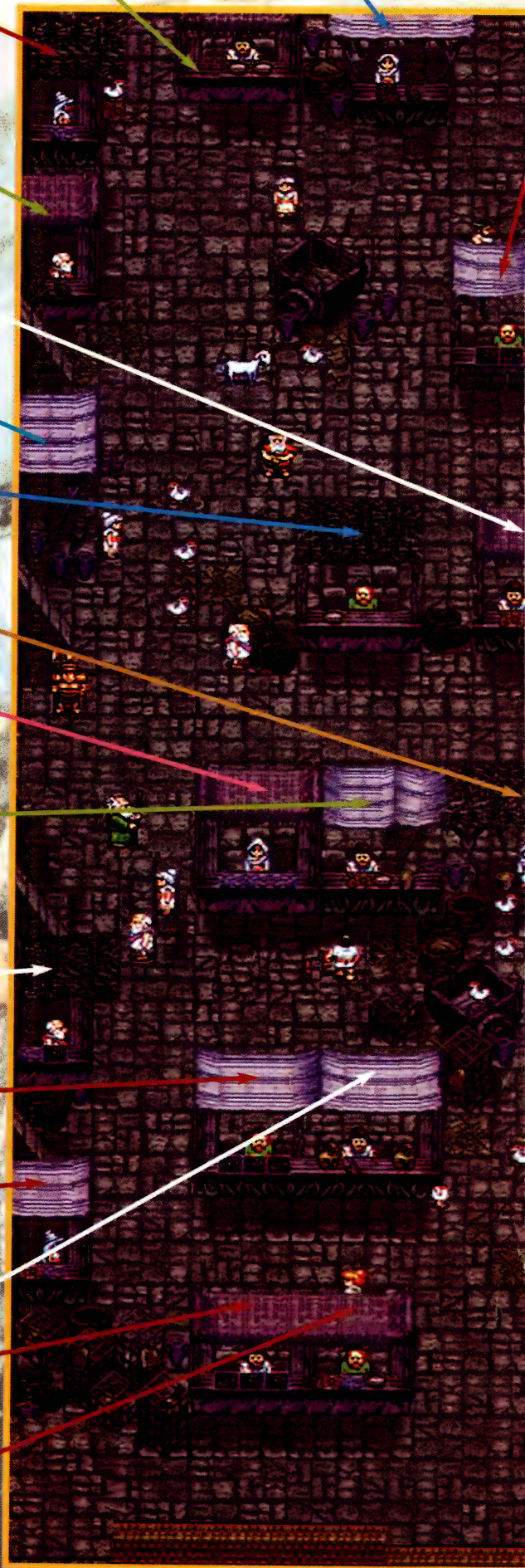
JADE DISC - 3 CHICKENS, 3 BEADS

RUBYHEART - LIMESTONE TABLET, JEWELLED SCARAB, TAPESTRY; OR MOXA STICK

OBSIDIAN HELMET - 10 JARS OF SPICES

SUNSTONE - 5 RICE BAGS/1 LIMESTONE TABLET

MOXA STICK - 2 CHICKENS/JEWELLED SCARAB/12 SPICE JARS



Tips & Tactics

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOURLY				
DAILY				
WEEKLY				
MONTHLY				
YEARLY				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Full of luscious background detail of an interesting variety
▼ Some characters are a little lifeless

80

SOUND

▼ Mmmmm, Mmm, Mmm, Mmmmm, Mmm, Mmm...

70

PLAYABILITY

▲ In the best tradition: simple to learn but hard to master.

95

LASTABILITY

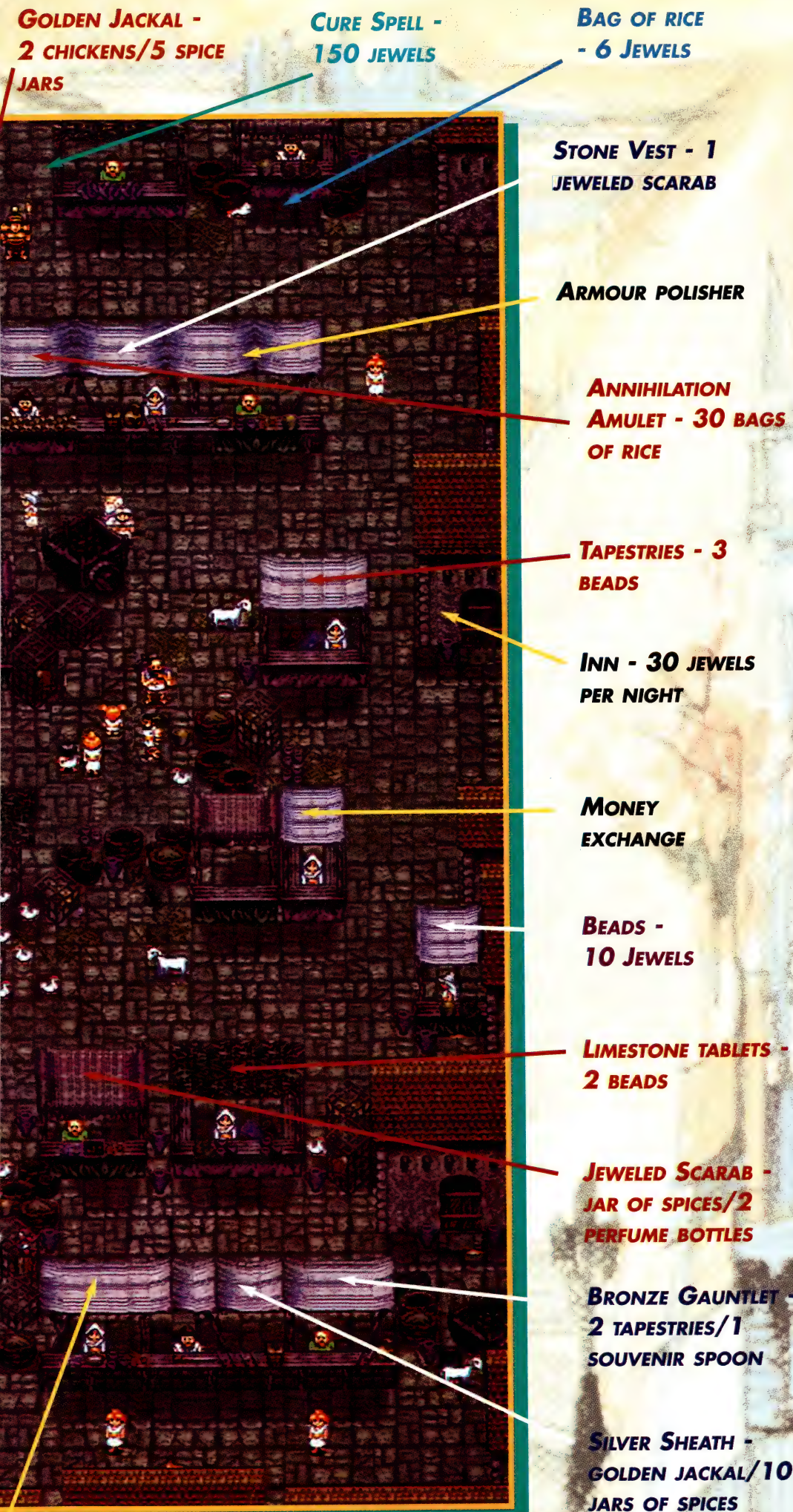
▲ Loads to see and explore, with plenty of surprises to keep you interested for some time.

91

OVERALL

We said it last month: playable, enjoyable, lasting, but a little let down by a dull sound track and some inactive graphics. Well worth a look though.

87



RAISER - 5 JEWELS AN ITEM

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: VIACOM
- RRP: TBA
- RELEASE: TBA
- GAME TYPE: Puzzle
- CART SIZE: 4 Meg

GAME FEATURES

- PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Speed/Skill

GAME INFO

- GAME ORIGIN:
It came from out of nowhere...

- GAME DIFFICULTY:
Medium-really hard!
- FIRST DAY SCORE:
Got to stage 5.
- ALTERNATIVES:
Lolo, Tetris

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Good

A Fire

B Fire

X Fire

Y Three guesses!!

L/R Quit

S Start: Starts game
Select: Nothing

GAME CREDITS

- DEVELOPED BY: Hookstone
- DISTRIBUTED BY: CIC Video
- MADE IN: Japan
- ARTWORK: Panelcomp

One of the big releases of the year, Zoop, Viacom's new puzzle game aims to give Tetris a run for it's money! Can it be as popular as Tetris? Is it easier or more challenging? Does it have a really crappy soundtrack? We sent Lou into a cold, darkened room to find out!

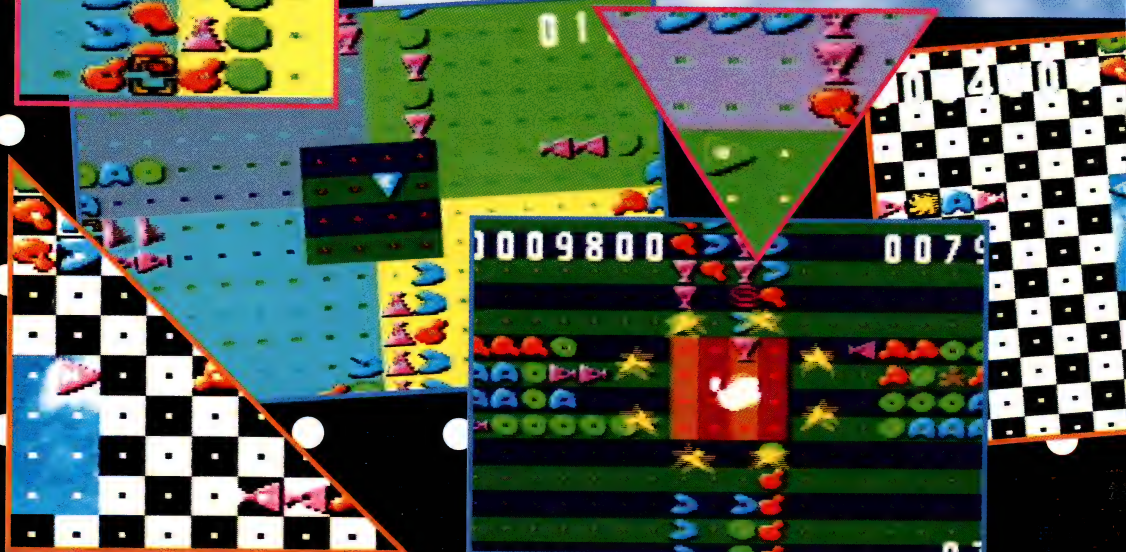
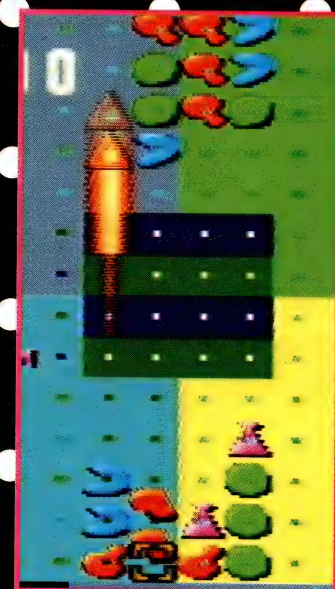
It must be really difficult to develop a puzzle game. No matter how hard you try, or whatever you come up with, people are always going to bleat: "Well, it's not as good as Tetris, is it?" Unlike other games, which are basically variations on a certain theme, to develop a good puzzler you must start from scratch every time. Zoop is a brave attempt at

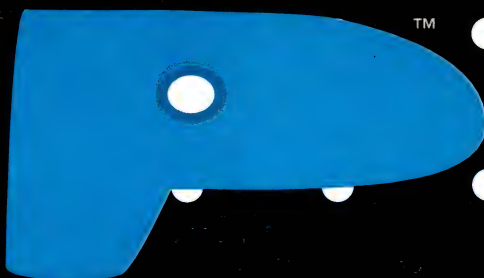
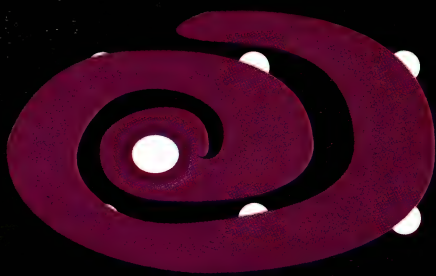
rejuvenating the puzzle game genre, and it works very well! Sure, the graphics and sound are nothing to write home about, but the sheer originality of the game makes it appealing, and as is so often the case, the basic concept is what will determine the game's durability.

Confused? You will be!

It's quite difficult to get the hang of the game at first. You control a triangle in the centre of the screen and the aim is to eliminate shapes which come at you from all four directions. You must get rid of all the encroaching shapes before they get into the centre of the screen, but if they invade your area in the centre, it's Game Over! There, sounds easy doesn't it? Here comes the tricky bit, these shapes can only be eliminated if your arrow is the same colour. You change your arrow by firing it at any shape on the grid. For instance, if the arrow is green and you fire at a blue shape, your arrow becomes blue and the shape you fired at turns green. And if you fire the arrow at a whole line of shapes the same colour, the whole line will be killed off and the arrow will subsequently hit another shape and change colour again. The game itself is played at high speed, so when you first start you'll probably spend most of the game frantically trying to change colour to wipe out the shapes nearest to you!

There are, however, a few crafty little tricks and bonuses to be aware of, such as the four kinds of Power-up's that are available. There's the Proximity Bomb which blast all the shapes touching the first shape you fire at, the Line Bomb, a handy





little device which wipes out a whole line of shapes, regardless of colour. A Colour Bomb will take out all the shapes in a quarter of the playing area, as long as they are the same colour as the first shape you hit, but the best of the lot are the Bonus Springs. Collect five of these little babies and all the shapes on the grid will clear!

A touch too much!

The main problem with the game is that you tend to spend too much time trying to survive rather than gaining all the points you need to get to the next level. In this respect the game is too fast for it's own good. At least with ol' Tetris you have some time to think about each block, but with Zoop to rack up a really high score you need to be thinking way ahead of yourself. And fair play to it, this adds a certain tension to the game and makes it more addictive.

Graphics and sound are, like all puzzlers, relatively basic, but the bright colours of the shapes and backgrounds make up for anything lacking there. Ah, yes, the backgrounds. These have been produced using a new technique called Optichallenge™. These have been designed in such a way to draw the player's eye one way, causing you to concentrate on that direction whilst ignoring the others, which can cause some extreme vocal abuse in some circumstances!!

Whether you are a casual player or a hard-core games freak, Zoop's playing modes can be adjusted. The 'Continuous' level starts you off on the first level and gradually takes you through all the stages. The 'Level' mode allows the more advanced players to choose their own starting level. And with 10 adjustable speeds Zoop is likely to send a whole generation cross-eyed for months to come!! All in all, Zoop is an addictive and well thought out puzzle game that works on originality and sheer speed of thought. The big question is - Will it take the title of top puzzle game from Tetris? Probably not, but if you are sick of the sight of other puzzlers and fancy a fresh challenge, Zoop is right up your street!

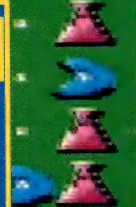
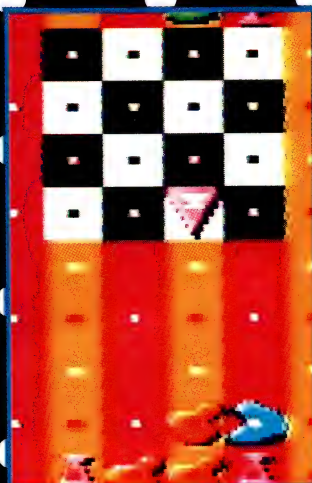


COMMENT

WILL

When Zoop first appeared in the office none of us expected it to amount to much. For a start the game looks pretty dull. But once you start playing it, the game certainly livens up!

When you've got the hang of the controls and the gameplay, Zoop is as addictive as any other top puzzle game, and requires a pretty high degree of concentration to complete the levels! On a personal level, I still prefer good ol' Tetris on the Game Boy, on the bus, but Zoop is a brave attempt at creating a new puzzler. If you're after a fresh challenge, Zoop could change the colour of your eyes forever.



REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Colourful graphics make this game bright and attractive, and that Optichallenge™ effect really does work!
▼ Does get a little annoying after a while.

80

SOUND

▲ Lots of wobbly bonus noises!
▼ Puzzle games are notorious for repetitive, cheesy soundtracks and this one's no exception!!

77

PLAYABILITY

▲ Extremely addictive!
▼ When you first pick it up the high speed makes it a bit frustrating.

90

LASTABILITY

▲ If you're a Puzzle game fanatic, Zoop will keep you busy for months to come; 99 levels should be enough for anybody!

83

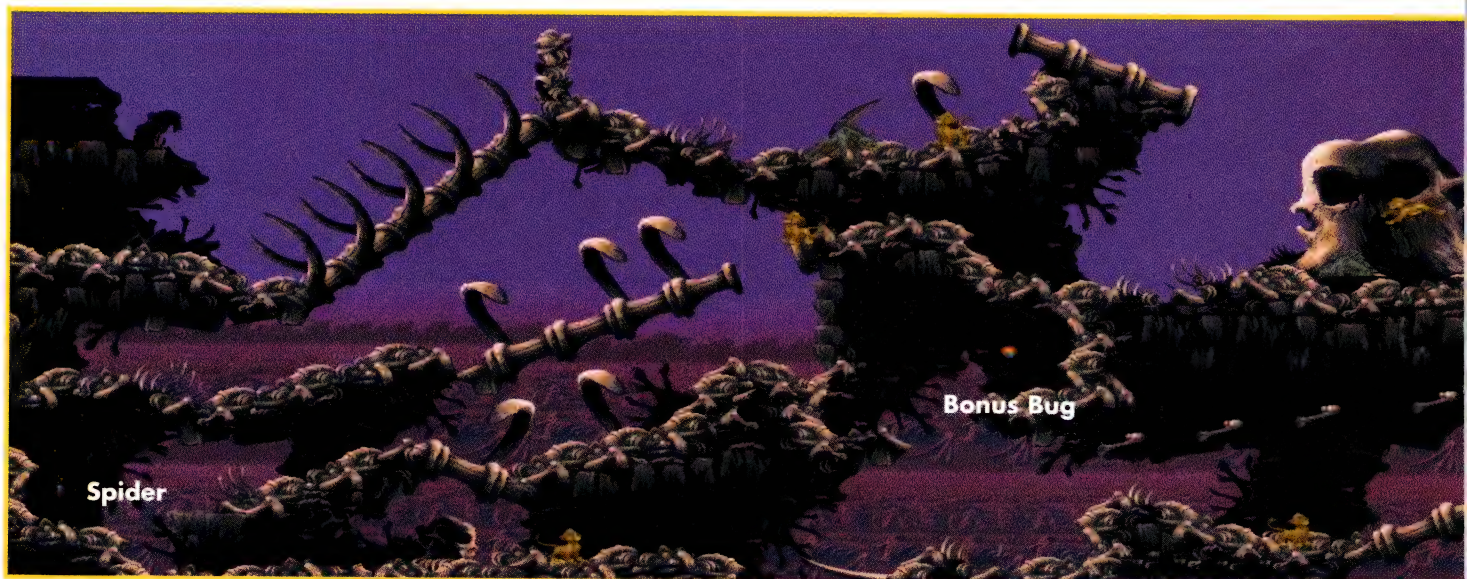
OVERALL

It's about time for a new puzzle game! Zoop could well be the Tetris of the nineties! Like all good puzzles, it's easy to pick up but difficult to master! Very interesting!!

85

This month our Beginner's Guide concentrates on the first four levels of Disney's Lion King. These are where the overly cute Simba is a defenceless lion cub - he obviously needs all the help he can get. Lion King isn't the most impressive platform ever but its game play can be challenging to even an experienced player.

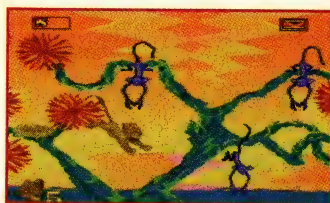
The Lio



'The Pridelands'

This is a simple platform affair that shouldn't cause any problems! When you get attacked by the hyena at the end of the level wait for him to leap twice until he's out of breath, then bounce on his head to be rid of him.

'Can't Wait to be King'



Follow this simple procedure to complete this infuriating level. Jump on the rhino, allowing yourself to be tossed into the air and released by the two monkeys. Make your way to the right of the screen by way of the giraffe heads. Roar at the

two pink monkeys to alter their direction then bounce on the rhino. Follow the on-screen arrows to avoid any oncoming obstacles.

Swing along the hippo's tails to get across the water and so enter the second ostrich chase. Here there aren't any arrows to guide you so you'll need to be extremely aware. The order is JUMP, DUCK, JUMP, JUMP, DUCK, DUCK, double JUMP, DUCK, DUCK, double JUMP, JUMP.

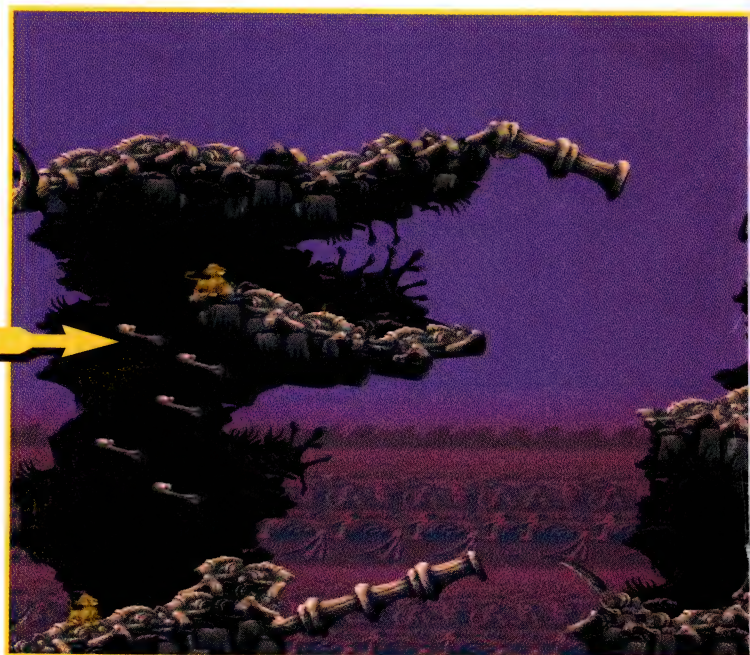
Roar at the lowest monkey and leap on the rhino's head. The top monkey on the left island needs to be roared at twice. Go to the second island and roar at the monkey there before returning to the first island via the floating logs. Now roar at the lowest monkey once again before leaping on the rhino's head to complete the level. Simple, eh?

'Wildebeest Stampede'



Stick to the left of the screen and only move when you absolutely have to. If you veer off to the middle you'll almost certainly be trampled by something. When the road obstacles start to appear, wait until they flash for the fourth time, then quickly press the jump button to narrowly avoid them. Have you noticed that if you pause this level then unpause it, the sound goes off?

'The Ele



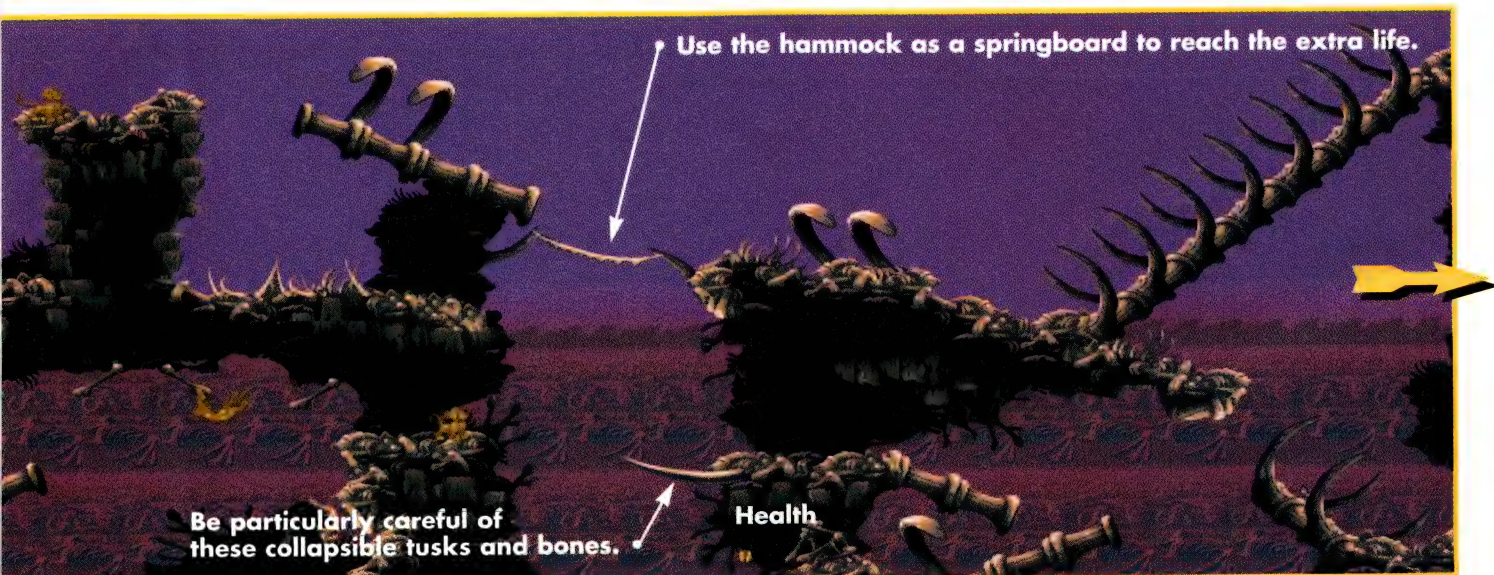
GAME DATA

- GAME: Lion King
- BY: Virgin
- RELEASE: Out Now
- GAME TYPE: Platform
- PLAYERS: 1
- CART SIZE: 8 Meg

The
Lion
King

n King

Beginner's Tips & Tactics Special



phant Graveyard'



ICON GUIDE • ICON GUIDE • ICON GUIDE • ICON GUIDE



1-UP

I wonder what this does!



HEALTH

Increases your health bar



CIRCLE OF LIFE

Gives Simba an additional continue



ROAR

These bugs increase the ferocity of your roar



HALF HEALTH

Restores half of Simba's energy bar



SPIDER

Avoid these! They sap your energy.



FULL HEALTH

Like the 'Half Health' but twice as good!



BONUS BUG

Grants you access to the bonus game.

REVIEW

GAME BOY



CART SPEC

- **BY:** NINTENDO
- **RRP:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** Beat 'em up
- **CART SIZE:** 8 MEG

GAME FEATURES

- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Yes
- **OPTIONS:** Difficulty levels, practice mode

GAME INFO

- **GAME ORIGIN:**
Portable version of the classic arcade game
- **GAME DIFFICULTY:**
Medium - very hard
- **1ST DAY SCORE:**
Combo's gym
- **ALTERNATIVES:**
Streetfighter, Mortal Kombat, etc

GAME CONTROL

- **CONTROL:** Game Boy
- **RESPONSIVENESS:**
Excellent

A PUNCH

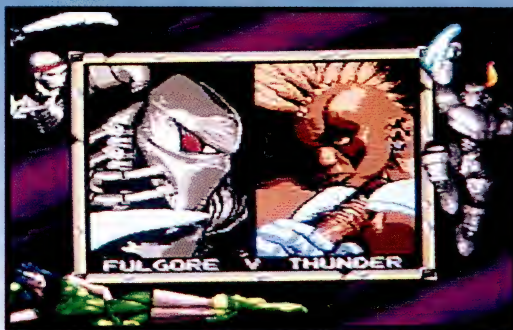
B KICK

S Start: Starts game

S Select: Selects options

GAME CREDITS

- **DEVELOPED BY:** Nintendo
- **DISTRIBUTED BY:** Nintendo
- **MADE IN:** UK
- **ARTWORK:** Rare



Well, the hallowed offices at NMS have been soaking wet these past few weeks, mainly due to the staff writers drooling in anticipation of Killer Instinct on Game Boy! After much squabbling, arguing and rolled-up paper fights, Alan was finally given the task of reviewing the portable version of Rare's classic beat-em-up!!

What can you say about Killer Instinct that hasn't been said a thousand times before? Yes, it's the best beat 'em up in the world, ever. Yes, it has superb control configuration and Rare's sound and graphics push the 16-BIT machine to its absolute limits. But could they pull it out of the hat again for the Game Boy version? Will the awesome special moves survive the transition intact? Were B. Orchid and Jago using the same hairdresser? The answer to all these questions is a huge YES!!!

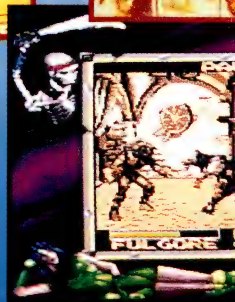
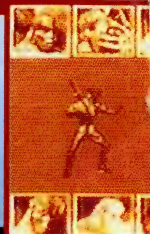
EIGHT OUT OF TEN AIN'T BAD!

The bad news first. Eight of the original ten fighters feature in Game Boy Killer Instinct. Cinder and Riptor have been retired for this outing, preferring to concentrate on public appearances, opening shopping centres and getting their own slots on daytime TV. The good news is the remaining eight fighters appear with almost all their moves intact! Also included are the fighter's arenas, special



combo's and a toned down version of the original soundtrack! This version also contains a special Practice Mode. How kind of Ultratech to lay on a passive opponent who lets you batter him senseless without hitting back! It's not the most exiting of modes, but comes in very useful to get the hang of the controls and is a must after a hard day's brain damage.

The control sequences have been simplified for the Game Boy. There are no Medium blows in this version but to launch a Quick Punch or Kick you just tap the A or B button. Here's the clever bit, to smack your opponent with a Hard Punch or Kick, simply press and hold the appropriate button! This may take a little while to get used to, but once you have you'll find it even easier than the SNES version!!





is best equipped, having a stupendous eight special moves programmed in for use in the KI arena! Just don't spill his beer, or oil, or whatever it is he gets off on!

TAKE A LOOK

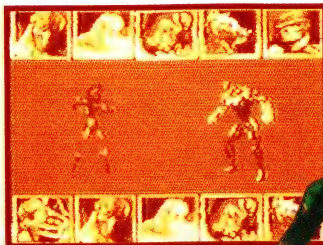
Rare's trademark rendered backgrounds are yet again on display, taking backgrounds from the SNES version and converting them with remarkable detail on to the Game Boy screen, such as Spinal's temple and Combo's gym! As with all Game Boy games, the soundtrack is rather rosey compared to the ear drum bursting SNES version, but at least they've tried to make it sound like the original, instead of something similar to elevator music!!

I hate to admit it, but Killer Instinct gets the thumbs up yet again from me and was worth the bribe it cost to have me review it. I did try hard, but couldn't find any faults with the conversion, apart from missing Cinder and Riptor. Basically, the graphics are ace and the gameplay's even better! So if you are unsure about Game Boy beat 'em ups, take a look at this. You'll be surprised!!

NO EXPENSE SPARED

No expense has been spared on the graphics! Killer Instinct is very much like Donkey Kong Land in terms of overall presentation and the movement of the characters is a joy to watch! The game, like the arcade and SNES versions, is surprisingly fast and responsive and once you've got the hang of the controls all the special moves can be executed in the blink of an eye! There are even the amazing 21-hit combos hidden in there somewhere!

Of course, what really makes Killer Instinct so good is the special moves and surprisingly enough they're all here, ranging from Thunder's Sammamish, Jago's Wind Kick and TJ Combo's awesome Rollercoaster! Of all the fighters in this conversion, the cyborg Fulgore



REVIEW

GAME BOY

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Rare have done it again! Superb backgrounds, detailed sprites and the best Game Boy animation since Donkey Kong Land. What more do you want?

92

SOUND

▲ Admirable attempt to re-create the original KI soundtrack.
▼ The Game Boy's tiny speaker hardly does it justice!

85

PLAYABILITY

▲ It's really quite astounding how much Rare have managed to fit into the tiny Game Boy cart! Just about all the special moves are there, and they're even easier to execute!

▼ Shame about Riptor and Cinder not being included. But you can't have everything, can you?

92

LASTABILITY

▲ Always a winner in this department, particularly in the two-player mode!

▼ The restrictions in sound and movement may put you off after a while.

90

OVERALL

An excellent conversion from the arcade and SNES versions, Killer Instinct has managed to stay a skillful, long-lasting beat 'em up on the portable machine. Full marks to Rare!!

91

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** Viacom New Media
- **RRP:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** Platform
- **CART SIZE:** 16 Megs

GAME FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Difficulty levels, controls

GAME INFO

- **GAME ORIGIN:** Based on Nickelodeon's Animated Series
- **GAME DIFFICULTY:** Medium - Hard
- **FIRST DAY SCORE:** Stumped on Second Level!
- **ALTERNATIVES:** Animaniacs, Earthworm Jim, etc, etc.

GAME CONTROL

- **CONTROL:** Joypad
- **RESPONSIVENESS:** Could be better

- A** Scare
- B** Jump
- X** Triple Monster Moves
- Y** Throw
- L/R** Nothing
- S** Start: Start/Pause
Select: Nothing

GAME CREDITS

- **DEVELOPED BY:** Realtime Ass.
- **DISTRIBUTED BY:** Viacom
- **MADE IN:** USA
- **ARTWORK:** Nintendo



COMMENT



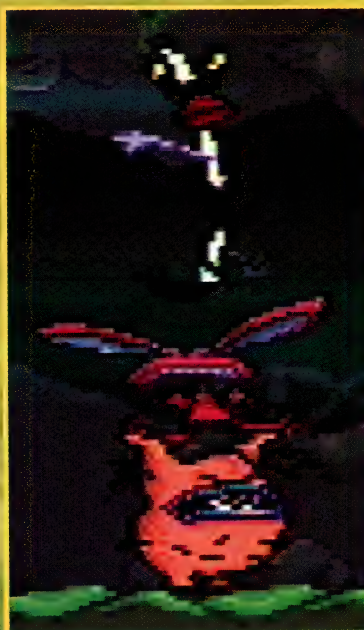
LOU

Unless you're a complete platformer freak, you'll find Aaahh!!! Real Monsters quite difficult to start with. The control configuration is OK, but it's just not responsive enough for my liking! Yes, if you are new to platformers this game is ideal, it looks good, sounds good and is a great laugh to play first time around. But if you want a competitive, long lasting and skillful platform game, stick with Mario and give these three reprobates a wide berth!

If you watch TV in the mornings, the names Ickis, Krumm and Oblina won't just look like typing errors to you! These three odd looking thingies are the stars of Aaahh!!! Real Monsters, Nickelodeon's hit cartoon series. Not wishing to be accused of bandwagon jumping (perish the thought!), these three foul looking creatures are now the stars of their own platform game, surprisingly called Aaahh!!! Real Monsters!

Don't think much of yours

Monsters don't just appear; they have to be trained and have their 'Aaahh!!!' skills developed. This outing follows the progress of the three trainee monsters as they take their exams before being released into the world! The first mission our resident rejects have to complete is to find an old, worn out training shoe. The shoe is situated somewhere in the city dump and the way to it is littered with loads of obstacles to negotiate and annoying rats who pester our heroes every gunge-filled step of the way! As there are three monsters, you can switch between any one at a time! For instance, Ickis is the smallest and fastest of the bunch and so makes the best leader for the expedition. Oblina comes into her own when making jumps for bonuses as she's the tallest, while Krumm seems to be just about useless unless you need to see a different part of the playing area!



Tasty treats

here are 25 different levels in Real Monsters, each with its own little quirks and curiosities. The three shocking students have to explore all parts of the City Dump, School, Sewer and Office, travelling through the game via pneumatic tubes, indoor plumbing, conveyor belts and coiled springs. Items to pick up include tasty treats like rotten apples and fish bones, all of which come in very handy when you bump into the bosses. Surprisingly, for a relatively basic platformer, the bosses are really hard to kill, especially the final boss, who looks remarkably like Jeff Goldblum's final mutation in The Fly! This can cause much frustration and hair pulling, but persevere and eventually you'll see them off, preferably over a steep cliff!!



REAL MONSTERS

Squelch, Brraarp, Rroahgr!

The game itself is a pretty standard affair, with multi-scrolling platforms and end of level bosses. The sound and graphics are very reminiscent of Earthworm Jim, with a silly yet amusing soundtrack. The playing area is similar to old Jim's too, with lots of things to jump on, hang on to and plenty of undesirables to block your way. All three sprites have their own amusing characteristics. You'll find Ickis is best for tackling the rats that infest the city dump as he throws trash at just the right height. Oblina has the most effective roar, very good for making villains disappear, but poor old Krumm doesn't do anything that special, apart from casually juggling his eyes when you leave the controller alone!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Impressive backgrounds and amusing sprite movement that stays faithful to the original cartoon.
▼ The overall look is a little flat. More depth needed.

90

SOUND

▲ Nothing to write home about. A little too cute for our liking.

70

PLAYABILITY

▲ A very enjoyable game to play with plenty of bonuses to pick up
▼ The response on the joypad is a bit poor and can cause problems in some stages. The game is also a little too predictable!

85

LASTABILITY

▲ This one won't keep you house bound! There are loads of levels to get through and even the easiest play setting will test your skills, but there's nothing new to really grab your attention.
▼ The only problem is the controls are not responsive enough.

60

OVERALL

Aaah Real Monsters is a lot of fun to play for a short time, but does lack the originality to make it a real classic. Not a patch on Mario and the rest!

77

REVIEW

GAME BOY



CART SPEC

- BY: OCEAN
- RRP: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM

GAME FEATURES

- PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: 3 per level
- OPTIONS: Less than one!

GAME INFO

- GAME ORIGIN: Costner's epic movie!
- GAME DIFFICULTY: Medium
- 1ST DAY SCORE: 4th level - those blasted corals!!
- ALTERNATIVES: Any Game Boy platformer.

GAME CONTROL

- RESPONSIVENESS: Very good

A Fire, grab

B Fire, jump

S Start: Pause

S Select: Nothing

GAME CREDITS

- DEVELOPED BY: PAL
- DISTRIBUTED BY: Ocean
- MADE IN: USA
- ARTWORK: Ocean

WATERWORLD

Waterworld has dripped onto the Game Boy, promising all the thrills and spills of Kevin Costner's epic movie, and at a fraction of the cost!

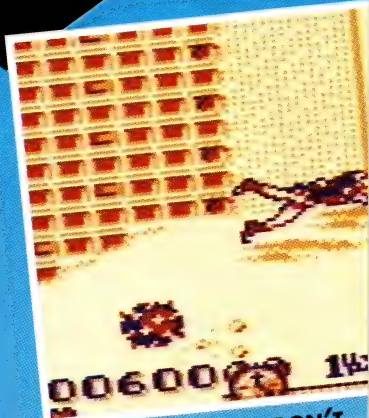
The story starts in the far future. Earth as we know it has disappeared. Because of all our fridges global warming has melted the planet's ice caps and the whole world is covered in water. The survivors of the disaster live on huge atolls, lumps of old buildings which are slightly less attractive than oil rigs! In the game you are Kevin Costner, a wanderer who for some reason feels it's his duty to protect the Atollers. He helps fend off the baddies and also collects resources for the atoll.



LOOK OUT BELOW!

In some parts of the ocean the sea bed is collapsing, but will this deter our hero from completing his mission? Of course not! If you have to go through a collapsing tunnel don't, whatever you do, stop and try to dodge the falling rocks! Once you are in the tunnel, just keep swimming and hopefully you will be fast enough to avoid being squashed by the sea bed! This is a dangerous, yet fruitful exercise as there is usually a fat bonus waiting for you at the end!

HE'S HAD HIS CHIPS!



KEVIN IN ACTION - DON'T WORRY, A STUNT DOUBLE WAS USED FOR THIS SCENE!

GLUB GLUB

All the resources for the atoll are under the water and our hero must explore the murky depths and collect them, whilst trying to avoid the hideous fish who lurk at the bottom of the ocean! Don't be fooled by the innocent appearance of the game, it's not as easy as it looks! The course you follow is very complicated and full of annoying obstacles and bad tempered fish! But Mariners always come prepared with their customary fish blaster, guaranteed to get rid of any unwanted attention!

SHE'S GOT THE MAGIC TATOO!



SO MANY FISH - SO LITTLE TIME

There is an absolute sea-full of things to avoid in *Waterworld*. For a start there are the small fish, who are relatively easy to get rid of, but tend to hang around in all the nooks and crannies, guarding resources. The larger fish need two direct hits to be killed and can be a real pain in tight crevices (ooh er..!). But they're slow moving and most of the time you can just avoid them altogether. Also you must watch out for spiked corals that litter the playing area. These can't be removed with a bullet and just bob around in the water generally making our Kev's life difficult. These are pretty easy to avoid when they're on their own but in a group can be a real nuisance. And watch out for sea snakes who lurk in small corners. These are quite easy to avoid if your timing's right, and if you are in a bad mood two shots on target will get rid of them.



NICE PLAICE YOU'VE GOT HERE

The game looks and plays really well, with some of the most impressive backgrounds and animation seen on the Game Boy. The scrolling goes in all directions, which gives you a bigger playing area and you'll find the controls are pretty responsive, allowing you to concentrate on collecting resources and bonuses rather than worrying about all the obstacles in the way. In fact, I'd go as far to say that the Game Boy version of *Waterworld* is **BETTER** than the SNES version. As well as looking good, the game has that strange addictive quality to it, making it hard to put down until you have completed all the levels. The addition of speed or difficulty levels would have been a welcome one, but there is already enough challenge and overall appeal to keep budding scuba divers occupied for a while. And you get to be Kevin Costner! What more do you want?



HE'S MEAN, HE'S UGLY
AND HE SMELLS OF FISH!



LOU

COMMENT

There seems to be a glut of film based video games flooding the market at the moment. Judge Dredd, Batman Forever and now *Waterworld*. Come on all you Software houses! Let's have some fresh ideas please!

Having said that, *Waterworld* on the Game Boy is pretty damn good, combining a well thought out game play with superb graphics and animation. I found it quite difficult to manage at first, but once you get used to the controls it's quite easy to guide the diver through some very tight situations, and pick off the odd fish here and there. The game works because, unlike the SNES version, it sticks to one style of gameplay in an effort to concentrate on the backgrounds and sprite animation. It's not all perfect though. Sure, there are enough levels to occupy you for a time, but a speed or difficulty option should have been included to test out the more experienced players.

IS THIS A
DAGGER THAT I
SEE BEFORE ME?



REVIEW

GAME BOY

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Excellent backgrounds and good animation of sprites. The movement is really impressive!
▼ Looks all the same after a while.

85

SOUND

▲ Crisp, clear soundtrack and lots of undersea bonus noises!
▼ Can't exactly see it being released on CD though.

75

PLAYABILITY

▲ Oddly addictive. Good graphics and animation help and the controls are nice and responsive.
▼ Maybe a little too straight forward for avid platform fans!

75

LASTABILITY

▲ Should keep you out of mischief for a day or two, but once you know where everything is, the game loses some of it's appeal.

70

OVERALL

Good, solid Game Boy fare, and actually better than the SNES version. The graphics and movement give a quality that a lot of games don't have. Well worth investigating!

80

FIFA SOCCER

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96



Last month, FIFA 96 got the big thumbs up from the NMS staff! In the past weeks our resident soccer nut Steve has been slaving over a hot SNES in an effort to bring you some tips on what is regarded as the toughest soccer sim of the moment!



FEELING DOWN AND OUT?

Well, this one certainly takes a bit of working out! FIFA 96 is one complex game with over 200 different teams in 12 leagues. And the gameplay is so fast at times that you don't always feel in control of the proceedings! So if you can't avoid getting thrashed by the all conquering Italian team, you're always caught short in defence when the opposition counter-attacks, and you're finding it impossible just scoring one measly goal, what can you do? Well, most of it is down to practice, but here are a few pointers which should make your Soccer career a little more successful!!

THE HAND OF GOD

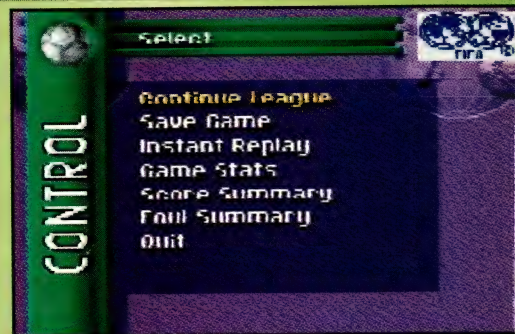
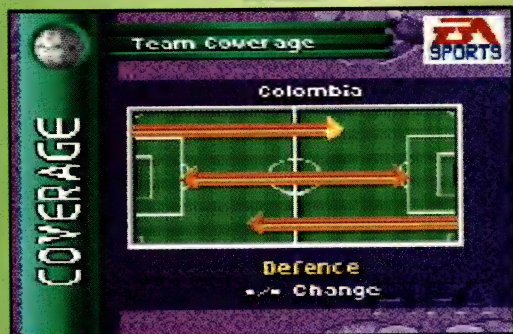
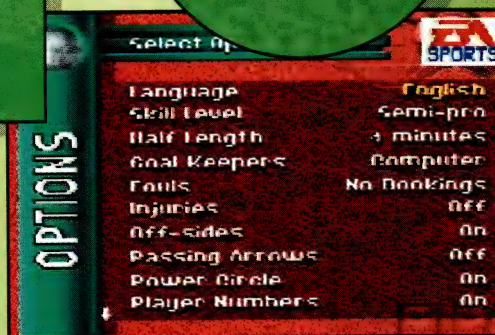
If you are still finding things hard out there on the field, you could intervene at a more fundamental level and try and change the pitch to your advantage! This sneaky but sometimes very necessary trick can be done on the option screen, and in some cases can mean the difference between winning and losing a match! There are three types of pitch to choose from - Vertical, Horizontal or Chequered. The horizontal pitch is the slowest and chequered is the fastest, so don't forget to alter it to suit your team's style and needs!



IN - FORMATION

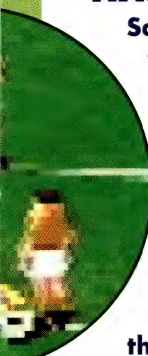
For a start, it's vitally important to match your team with the right skills and strategies. If you are in a tournament or a cup match and facing tough opposition you'll be much better off choosing a defensive strategy and then trying to catch the other team out by attacking from inside your own half. To do this, it's also important to get the team's formation right. For instance, there's no point in choosing an attacking formation if all you are going to do is sit in your own half and kick every player that gets too close!! For a defensive strategy use the basic 4-4-2 formation to shut down the other team's forwards, or you can try out 3-5-2 if your opponent has good midfield players. There's also the option of the Long Ball strategy (a boring but effective English tactic!) which involves defenders blasting the ball into the opposition's half, ignoring the midfield totally! This works best if you start off with a defensive strategy and, at half-time, change your game plan and confuse the opposition.

After a couple of matches, your passing skills will have improved and now you can start putting quick passes together to get your team up-field as quickly as possible! Again, if you don't have the right formation and strategy, this is going to be very difficult. For attacking teams, such as Italy, Brazil and Germany, the basic 4-3-3 attacking formation works best, allowing you to make full use of your attacking and midfield skills, without leaving yourself vulnerable at the back. The all out Attack option is best used when you are being beaten and time is running out.



NASTY!

Sometimes, no matter what you alter in the options, the other team may be just too skillful for you! So, there's only one thing for it! Simply cancel out the referee and activate the injuries!! This means that you can happily wander around the park clattering into the opposing players without fear of being booked or sent off! To add to this, when the injury option is activated you can even take out the opposition's best players! But be careful, remember if you can do it, so can the other team!!



Tips & Tactics

PREVIEW

SUPER NINTENDO

ENTERTAINMENT SYSTEM

Avast behind!

I bet you've always yearned for those days that never were: when swashbuckling really meant swashbuckling and timbers shivered throughout the high seas. Well somebody does, because there's yet another film transforming the bad old days into a fiction with frilly shirts and baggy pants, and lo, me hearties! here comes another cartridge spin-off to accompany it!



Buried treasure?

Film to cartridge conversions are not always the most successful products when it comes down to actually playing the game, but a first glance at Acclaim's latest in this long line of salty sea dogs does appear to contain some pieces of silver in its ol' sea chest. It certainly looks the part, with some dazzling sword play and serious strutting with hand on hip from the main protagonists Morgan and Shaw. These two are your heroes in this enticing trip across the many faces of Cutthroat Island - through caves, across beaches, into and out of ships' holds and land-lubbing building sites with the flash of swords and promise of treasure.

CUTTHROAT ISLAND



SUPER NINTENDO
ENTERTAINMENT SYSTEM

PREVIEW

ROAT LAND



All hands on deck
The island is governed by a dastardly Governor with the usual hordes of freedom-hating troops all of whom have to be despatched with the sort of swordplay you learned in another past life, as the Prince of Persia. You'll need all your swashing and buckling energy though, as mandatory leaping from windows and swinging from chandeliers is naturally included too. Eat your heart out Errol Flynn! You can choose which type of play to follow - either at close quarters or more skilled, with greater use of the sword.



YOU SHOULD BE
ON THE
STAGE!



THAT'S THE LAST TIME YOU JOKE
ABOUT MY TIGHT TROUSERS



It's A
SHAW
THING



DON'T LET THE SUN GO DOWN ON ME!

Yo-ho-ho!

Was that Santa back again already? No way Cap'n, 'tis pirates' laughter at the prospect of a decent adventure. It might be a slightly long walk down the plank before this yarn appears in its final form, but we'll keel-haul any lubbers we can find to bring you news of a sighting. In the meantime Long Willy Silver (John's brother) can hardly wait.

GAME DATA

- GAME: CUTTHROAT ISLAND
- BY: ACCLAIM
- RELEASE: FEBRUARY '96
- GAME TYPE: ADVENTURE
- PLAYERS: ONE
- CART SIZE: TBA



mailbag



WRITE TO: LES BANNER, NMS, PO BOX 199, ALEXANDRIA, NSW, 2015

Yo, ma bruther!

When I dream I dream of your magazine, all lit up in a sky that glows bright amber in the night. I'm playing real goood with my joystick in my hand and the further I go da better it gets. Hey Captain, pass me dat flashlight over there, so I can see beyond the clouds and into deep, deep time. Yo, Yo, Yo, we're all ready to go... Phil.

Perhaps we are in the presence of a genius here. Perhaps not! Get some rest Phil and we'll hope you're still there in a couple of month's time.

Dear NMS

My friend told me that the SNES is not going to have many more games made for it after the Ultra 64 comes out. He'd read about it on the Internet, and I think he might be over reacting, but it could have some truth in it. If the Ultra 64 is really as good as it's supposed to be, there will be more games being made for the 64 than for the SNES because it's got more power and memory. What I want to know is - is it worth buying more SNES games or are they going to be just end-of-the-line repeats of games that have been out before?

Daniel Tilbury
Adelaide



As you will have read, in the past Nintendo have been pretty cagey about the future of all their products, including the SNES and particularly the '64. However, a couple of months ago the big boys at Nintendo were putting their weight firmly behind 32 bit machines, suggesting they had a bright future for the foreseeable future. Developments like Rare's impressive use of the available processing power in Donkey Kong Country 1 & 2 certainly suggest that the SNES won't be eclipsed by the new breed for a while yet, but as things move on the buying public will probably have as much of a say in what survives as anybody else.



SLICE -
JUMPING
FOR JOY?



Hi,
Some of the drawings sent in to your otherwise cool magazine are so obviously done as tracings of the original pictures. People shouldn't send in stuff they have just traced. If they draw a pretty good picture then that's ok, but some are really appalling.
Donna,
Blackheath, NSW.

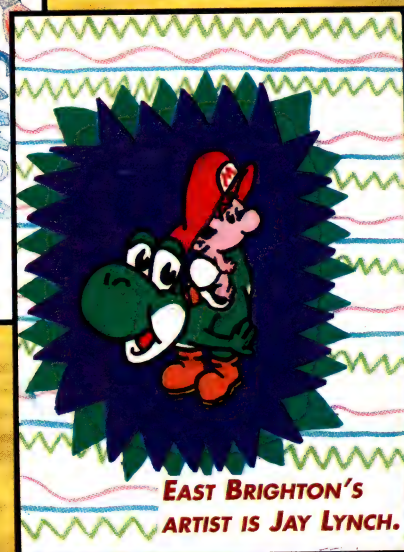
If only we all had your skill Donna! I notice you didn't send any of your own piccies in!



**COSHI & YOSHI COME FROM
ROBERT BANYAI, AGED 12.**



**PUNCH MY LIGHTS OUT
WHEN YOU LEAVE,
PLEASE DANIEL ARMON.**



Dear NMS,
For my birthday I was sent a card with 'that' hedgehog on the cover of it!!!! I immediately went outside and fried it in a frying pan over a hot fire and had it with some salad and a nice bottle of wine.
Jason Yatt

But did it taste any good Jason?

Dear NMS,
I really love reading your magazine and look forward to buying it every month. But how do you manage to get games to review so long before they are on sale? Some of them never seem to appear at all, although I ask about them at my local store and look in the ads for details.
C. Allen.
Wellington, NZ

Many of the games we review are pre-release copies that we get hold of well before their scheduled release into shops. These are sometimes unfinished versions, which the developers are still adding final touches to, but often the hold up is in the distribution chain, and games are released but are not available in all countries. These can often be found as imports, but the systems they run on vary from country to country, so it depends where they were imported from and you have to be sure you have the right console and TV monitor to make it work correctly.

**A HEAP OF DRAWINGS FROM
KARL WILLIAMS, DAVID
BEACH, SHANE ACOTT AND
HAYATO TAKASAKA**





Skulls

**SEND YOUR MISERABLE
LITTLE LETTERS TO:
NMS, C/O LES BANNER,
PO BOX 199, ALEXANDRIA,
NSW 2015
IF YOU DARE...**

Q

To Lord Skull,
I am in constant torment! I've recently hired a copy of WWF Raw and think it's excellent, but I've heard that there are some secret moves for every character. Could you please put my mind at rest and tell me whether this is true? Yours,
Doink the Clown.
NSW Australia

A

Well, Doink, who could resist such a heart felt plea? After searching through the dungeons at NMS I've finally found the moves you were looking for. All the men in tights have one special move that is not in the manual. They're called Mega Moves and take a huge chunk out of your opponent's energy bar:

UNDERTAKER

Hold L, press Left, Right twice and Y

SHAWN MICHAELS

Hold L, press Down, Right twice and A

RAZOR RAMON

Hold L, press Left twice, Right and B

1-2-3 KID

Climb to top rope, hold R, press Up three times and A

DIESEL

Hold L, press Down twice, Right and B

DOINK

Behind stunned opponent, hold L, press Left three times and A

BAM BAM BIGELOW

Hold R, press Up twice, Down, Left then hold Y

LUNA VACHON

Hold L, press Left, Down twice and B

YOKOZUNA

Climb to top rope, hold L, press Down three times and B

BRET HART

Climb to top rope, hold L, press Right twice, Up and B

OWEN HART

Hold L, press Up, Right, Down and Y

LEX LUGER

Stand Close, hold L, press Up twice, Down and B

Q

Dear Almighty Skull,
Recently I managed to get my hands on the Illusion of Time. I can get to the Sky Garden but I can't manage to beat the Viper. Please Lord Skull, show me the way. Yours,
Peter Rogers
Queensland

A

Mm, tricky one this. On the Sky Garden level you'll have to use quick reactions to beat the Viper. Use Freedan and dance round the screen, dodging all the projectiles that are thrown at you. In the breaks between attacks, charge in and attack him with everything. You need to hit the big bird with about twenty clean shots with the sword. Good luck!!

Q

Skull.
I'm completely stuck on Illusion of Time! I am up to the two vampires but I am not able to turn into the Knight. Can you help me and give any other handy hints? From John Urquhart
McDowell,4053

A

We might as well turn this into a "Help the Illusion of Time wimps" page. Easy answer! Once you've placed the two statues make sure you're in the form of Will. Now go back the way you came and find the second 'Dark Space' before taking on the vampires. Inside the second 'Dark Space' you can change between Will and Freedan, with Freedan being the more capable fighter. While retracing your steps, make sure you don't fall into any holes. One you reach the place where six spikes rise and fall, run like hell over the spikes to the 'Dark Space' beyond and hey presto! You can now change into Freedan the knight! Now head back to the vampire's domain and use the Black Friar ability to splatter them from long distance! The next big boss you'll meet is the Mummy Queen. She's pretty deadly and uses a series of complicated and threatening attacks. The best character for the job is Shadow. His strength and ability to morph into liquid form make him the ideal candidate for handling ol' Queenie

Q & A

and her minions. Remember, she can only be hurt when in human form and you'll have to keep changing to liquid to avoid the spirits. Just keep on the move and make full use of the warp points to switch between the top and bottom floors.

Oh, and one more thing. In total there are 50 Jewels to collect and 12 herbs. And if a gem is out of reach, use your telekinetic power!! I always do!

Q

Land Ahoy Oh wonderful and mighty Skull!
How is it in whatever distant land ye live in? I'm no scurvy landlubber, I live on my ship! Here are my questions!!

- 1) When will the Ultra 64 be released in Australia?
- 2) When will the Virtual Boy be released in Australia?
- 3) What Mario game should I buy other than Mario All-Stars?
- 4) Will the Ultra 64 be an overpriced piece of junk like the PlayStation?
- 5) Is there going to be a virtual reality head set for the Ultra 64?
- 6) Is there ever going to be a Brady Bunch game?
- 7) What should I get for my



Todd Gregory. Gilgandra N.S.W.

Birthday? (in April!)

Yours sincerely,
Captain Black Beard

A

Beards suck, Captain!

- 1) The Ultra 64 is finally released to the hordes of screaming minions in April this year!
- 2) The Virtual Boy hasn't really taken off the way Nintendo had planned in the States yet. Mixed sales and a couple of average games meant that there's no planned launch date in Australia just yet. The boss of Nintendo in Japan though said in his speech at Shoshinkai last month that they're hoping to boost up VB sales in '96 by producing some better games that really take advantage of the virtual environment. So who knows? Watch this space... You can stop watching it now.
- 3) In order of greatness: Super Mario World 3, Mario Kart and Yoshi's Island are my top three.
- 4) I don't think so. The Ultra will have twice as much power as any of the other 'next generation' machines and the games that will follow it look awesome, to say the least. If you want proof, check out the Mario 64 feature!
- 5) Not as far as we know, but sometime next year there are plans for a new format which could be on disk, and the rest is strictly, utterly and completely secret!!
- 6) Oh, God I hope not!!
- 7) Refer to Answer 1, dolt!!

Q

To the one they call Skull,
Hi! My name is Chris Chang and I've been reading Nintendo Magazine System for a while now. I'd like to know how to do the Action Replay codes, especially the Super Mario All-Stars and Super Mario World codes.
Yours Sincerely,
Chris Chang, Victoria, 3170



This certainly is 'The Pits of Hell'! thank you D. Cornish

A

Confused eh?! Sorry Chris, you can't just tap in the codes to your SNES, you need a special Action Replay cartridge which goes into the top of your machine. Then you put the game in and, hey presto, you'll get a cheat's paradise of unlimited lives, never ending energy bars and extra fuel. And in the newer versions there is even a slow motion mode, so you can totally control the speed of the game! Cool or what?

Q

Dear Skull,
Could you please settle an argument with me and my best mate? He says there is a special cheat on Mechwarrior to make you invincible, but I'm not so sure. Please could you settle it once and for all before I perform a gruesome fatality on him!!
Yours Violently
Michael Jones, Victoria.

A

You're wrong Mike, your friend's right but you're wrong! There is indeed an Invincibility cheat for Mechwarrior and it goes something like this: Select the Start game option on the title screen, then highlight the third option and press the B button. When the next screen pops up choose whatever you want and exit as usual. When you do this the previous option screen should appear, but there will be a new option. Choose the new option and select your machine, then go into the game. Once the game has started, hit Start to pause and press the buttons in this order: A, L, L, Y, A, L, L, Y, A, L, L, Y and finally A. If you did it right, the word 'Invincible' comes on to the screen!

NINTENDO HELP SYSTEM

Tips & Tactics

GAME BOY

BUGS BUNNY

Passwords

Level 40 TX9W
Level 50 2TWX
Level 60 YTKX
Level 70 SHE2
Level 80 XH02

CAT TRAP

Level Cheat

To complete any level you are playing, press Start, Select, A and B at any point in the game!

THE FLASH

Passwords

Level 2 23 DELIVERY
Level 3 DENIM BLUD
Level 4 TRACK 29
Level 5 99 PICASSO
Level 6 INGOT LANE
Level 7 7th MARKET
Level 8 TRACK 12
Level 9 RUE IE DAY
Level 10 TIN ALLEY
Level 11 GORBY WAR
Level 12 TRACK 66
Level 13 FUN HOUSE



GARFIELD

Level passwords:

Level 20: SGNG
Level 21: GGLO
Level 22: LBMP
John Van, NSW.



KIRBY'S DREAMLAND

To get extra lives:

Hold DOWN then press SELECT and B.

Andrew "The Wizard" Wilson

HYPER LODGE RUNNER

To access any level:

At the level/score screen at the start hold down A or B and move to Level 16. At this point enter the code QM-0338. You should now have access to all levels.

Jason Vickery, Vic.

LINK'S AWAKENING

New Music

On the 'Enter your Name' screen, key in ZELDA and a different theme tune will start.

Stealing the bow

Go into the shop, pick up the bow and run around the shopkeeper to confuse him. When he isn't looking, run like hell out of the shop and the bow is yours! Don't go back there or the shopkeeper will kill you!

Stealing the bow (alternative method)

Once you have enough money for the bow, go into the shop and buy it. As the money is being deducted, save the game. When you come back to it, the bow is yours for no extra cost!

Keep the tips tumbling in - every little helps you know! Send your secrets, marked 'TIPS & TACTICS', to the address on the Mailbag page and we'll publish all we can. We can't guarantee they'll work for everyone, as we can't always test them out in time to include in the mag, but hey, we're doing all we can!

MICKEY MOUSE

Level passwords:

Level 1: TEST
Level 2: GAME
Level 3: SHIP
Level 4: RACE
Level 5: WORD
Level 6: SHOP
Level 7: SIZE
Level 8: QUIZ
Level 9: DOLL
Level 10: DATE
Level 11: ZOOM
Level 12: DISK
Level 13: GOLD
Level 14: ZERO
Level 15: FIRE
Level 16: ROOT
Level 17: READ
Level 18: TAPE
Level 19: UNIT
Level 20: SONS
Level 21: TYRE
Level 22: LOVE
Level 23: NUTE
Level 24: JAZZ
John Van, NSW.



PIPE DREAM

Passwords

Level 2 HAHA
Level 3 GRIN
Level 4 REAP
Level 5 SEED
Level 6 GROW
Level 7 TALL
Level 8 YALI

PROBOTECTOR

Extra Lives

On the title screen, press Up four times, Down four times, Left four times and Right four times, then hit Start for extra lives.

Level Select

On the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A then Start. If you did it properly, you should hear a music tone. Now use the arrows to select the levels!

NES

BIONIC COMMANDO

BIONIC COMMANDO

If you enter a section that you can't continue in or don't wish to enter, press the B and A buttons together and you will be taken back to the map screen

Infinite Continues

Simply press A on the Game Over screen for infinite continues

BURAI FIGHTER

Passwords

Stage 2 BALL
Stage 3 JOKE
Stage 4 DOLL
Stage 5 PAIL
Stage 6 GOAL
Stage 7 GAME

Start with full weapons:

To start the game with full weaponry enter LTBB on the password screen.

CASTLEVANIA

To defeat Dracula

To kill of the vampire, kneel on the platform at the right hand side and whip his head. When he eventually dies, he will change shape, now go to the left hand side and use the whip in addition to any other weapon you have.

Different endings

Once you have finished Dracula off, enter these codes for different endings:

Second Ending

CTMV W26K R5KN SIBK

Third Ending

C1DF O26D L1KN SWJK

DOUBLE DRAGON II

Extra Lives

When you play on your own, select the two player game B mode and beat up the other character. Every time you kill him, you gain an extra life!

Continue Mode

Enter these combinations to continue the game at the end of each stage. But remember to use the second controller for the last code:

Stages 1-3 Up, Right, Down, Left, A

Stages 4-6 Up, Down, Left, Right, B, A, A

Stages 7-9 A, A, B, B, Down, Up, Right, Left

METROID

Extra Weapons

On the 'Enter Your Name' screen, enter your name as JUSTIN BAILEY. Once you have done this your character will become a woman with extra weapons!

MISSION IMPOSSIBLE

Final level password:

QBYZ

John Van, NSW

SMASH TV

To go into another room with no enemies hold SELECT & A at the same time.

John Van, NSW.

WORLD CUP SOCCER

When shooting for a goal, press A & B rapidly to do a pin-point scissor kick.

John Van, NSW.

SUPER NES

ACTRAISER 2

To fight Tanzra in his final forms:

At password screen enter Xxxx Yyyy Zzzz.

Alison Nelson, Auckland.

ADVENTURE ISLAND

Level Select - Press button R twice, X and Start on the title screen



ALADDIN

Passwords -

level 1

Genie, Abu, Aladdin, Sultan

level 2

Jafar, Abu, Jasmine, Genie

level 3

Genie, Jafar, Aladdin, Abu

level 4

Abu, Aladdin, Genie, Jasmine

level 5

Jasmine, Jafar, Sultan, Jasmine

level 6

Jafar, Jasmine, Aladdin, Jafar

level 7

Aladdin, Jasmine, Abu, Sultan

EARTHWORM JIM

If you want to skip ahead a level just press START at any time to pause the game.

Then press A, B, X, A, A+X, B+X, B+X, A+X. After about five seconds you'll skip forward to the beginning of the next stage. You can even get to the end of the game this way!

Jo Newman, Adelaide.

KILLER INSTINCT

TO CHANGE THE COLOURS OF CHARACTERS

At the character select screen, press DOWN to press each character's colour.

LOST VIKINGS



To access level select:

At title screen press XYAB simultaneously
Jack Qi

MIGHTY MORPHIN POWER RANGERS

Level Passwords:

Level 1: 0001

Level 2: 3847

Level 3: 5113

Level 4: 3904

Level 5: 1970

Level 6: 8624

Level 7: 2596

Special Level 1: 0411

Special Level 2: 1007

Special Level 3: 1212

John Van, NSW.

PITFALL

To get unlimited continues:

At the continue screen, press START several times really quickly. You'll see the number of continues go up to nine.

Now when you die the number of continues will always stay at nine!

Sharon Jones, Darwin.

RISE OF THE ROBOTS

To fight as the Supervisor Robot:

At the player select screen press UP RIGHT DOWN LEFT and B.

Jennifer Ford, NSW.

SAMURAI SHOWDOWN

To play as Amakusa:

At the Tarkara logo press

AYXB. Then select the 2-player game, hold L and R and Amakusa will appear. Press START and keep holding L and R until player two has selected their character.
Robert Gilroy

SPINDIZZY WORLDS

Last Level Password:

HpBBFWB

John Van, NSW

SUPER BOMBERMAN 2

At the title screen select PASSWORD and enter 1111. This will enable you to drop six bombs with the maximum blast radius and gives you a detonator. If you are blown up the only thing you lose is the detonator.

Mohawk Man, WA.

SUPER EMPIRE STRIKES BACK

Perform all these cheats on the title screen:

7 Continues

Press X, Y, A, B, X, X and Start
Nutter Mode

A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X and Start
99 Lives

X, Y, B, B, B, X, A, Y, Y, B, A, X, Y and Start

Unlimited Thermal Bombs

A, X, B, X, X, A, Y and Start

Game over Credits

A, B, A, B, A, B, A, B and Start

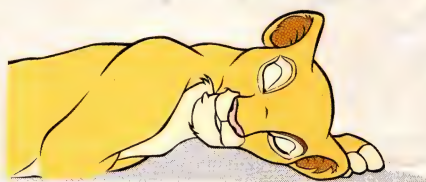
Straight to Vader

A, X, B, A, Y, X, B, A, A, X, B, B, Y, X and Start

LION KING

To access Level Select:

Press BARRY at option screen.
Norman Tam, New Zealand.



SYNDICATE

To start the game with \$1,000,000, full armour and full weapons, type in 'Undiscovered Cheat' in the password box. Replace all the vowels and spaces with a dash so that it reads: -nd-sc-v-r-d-ch-t.
Ban Lankester, WA.

TRUE LIES

Infinite Energy:

BGGRLY

Infinite Lives:

BGLVS

All Weapons:

BGWPNS

Michael Ehrenberg, QLD.

WOLFENSTEIN 3D

LEVEL CODES

Mission 1:

Floor 2: TSKLRM

Floor 3: VJKLSQ

Mission 2:

Floor 1: VRTL RP

Floor 2: RHKLVS

Floor 3: RRKLVS

Floor 4: SHKLTR

Mission 3:

Floor 1: SRKLTR

Floor 2: PLTLPT

Floor 3: PVTLP

Floor 4: QLTQ

Mission 4:

Floor 1: MLKLMM

Floor 2: MTLNQ

Floor 3: NKTLM

Floor 4: NTTLM

Floor 5: KKLVS

Mission 5:

Floor 1: KNTLM

Floor 2: LCKLV

Floor 3: LNJFT

Floor 4: MCKLP

Floor 5: HNKLP

Floor 6: JCKLQ

Mission 6:

Floor 1: JNKLQ

Floor 2: DCKLR

Floor 3: DNKLR

Floor 4: FCKLS

Floor 5: FNCFT

Floor 6: BCJFN

Andrew Backhaus, QLD.

ZELDA III

Secret Code

On the title screen, press Right, Up, B, A, Down, Up, Down, Up, B. If you did it right, you'll be able to see the tasks on the screen.

Extra Lives

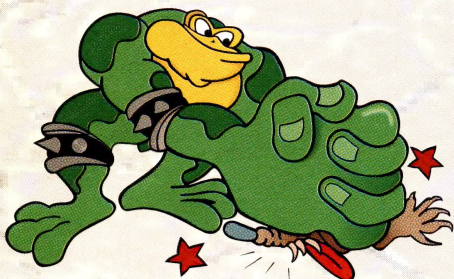
If you see a fairy, capture her in a jar. If you lose a life later the fairy will revive you. You can only use the fairy once, but there are quite a few scattered around in the game.

Rupee Loop

In the Light World, find the Desert of Mystery and two large rocks below the old man. Pick up the bottom rock and keep going in to collect fifty Rupees. By using this cheat you can pick up to 999 Rupees and still go back for more later on!

ACTION R▶E▶P▶L▶A▶Y CODES

SNES



BATTLETOADS IN BATTLEMANIACS

Infinite lives Player One:

7E00 2803

Infinite live Player Two:

7E00 2A03

Jason Vickery, Vic.

JUNGLE BOOK

Infinite energy:

7E01 0B04

Infinite lives:

7E01 0405

99 Red Gems:

7E01 5E99

Infinite Mangos:

7E1D 9B05

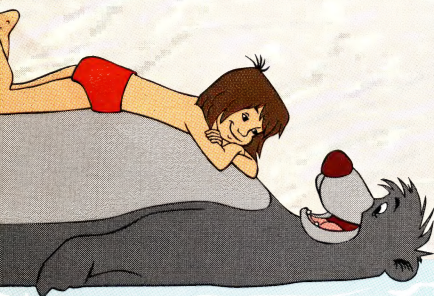
99 Coconuts:

7E1D 9B99

Float through levels:

7E1D AD50

Tanguy Yu, Sydney.



GODS

Infinite energy

7E01 5318

'X' Number of lives

7E01 DB0X

Macka, WA.

JUDGE DREDD

Infinite Lives

7E1A F703

Infinite Energy

7E1B 11FF

Infinite High explosives

7E1B 0303

Infinite Armour

7E1B 0703

Infinite Double Whammy

7E1B 0B04

MARIO PAINT

Infinite lives on Gnat Attack

7F00 1803

METAL WARRIORS

Infinite continues

7E13 2005

L. Schilling, Cobram.

Q*BERT 3

Unlimited lives

7E05 8205

Adam Vavlitis, NSW

SUPER MARIO WORLD



To select an item in the select box:

7E0D C2XX (Replace XX with the number you want from this list).

01: Mushroom

02: Flower

03: Star

04: Feather

05: 1-Up Mushroom

06: Beanstalk

07: Fireworks

08: Moving Block

09: Ends Level

0A: P Balloon

0B: Flying red coin

0C: Flying yellow 1-Up

0D: Flying key

0E: Changing power-up

14: Cloud

29: Winged platform

2A: Goomba

2C: Big Bullet Bill

3E: Block Snake

44: Moving platform

45: Backward platform

46: Voice box

47: Falling platform

48: Sliding platform

49: Fire spitting snake

4A: Shell-less Koopa

4B: Bat

4C: Megamole

4D: Sinking block

4E: Winged platform

51: Falling platform

53: Darkness

54: Mushroom bush

55: Block turns light on/off in Bowser's castle

59: Evil P-Switch

64: Instant death

Jay Lynch, East Brighton.

GAME G▶E▶N▶I▶E CODES

SNES

HOOK

Infinite power:

3CA5D70F

PEBBLE BEACH GOLF LINKS

All holes are Par 4:

CE65D763

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Miniature mayhem in our full review of Micro Machines 2 on the SNES.



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More simian secrets are revealed in the second part of our DKC2 Players' Guide.

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Mickey Mouse V for the Game Boy gets the NMS once over.



PLUS:

Top Tips & Tactics
The Beginners' Guide
Spider's Web
Skull's Q&A

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MAGAZINE SYSTEM

MARCH ISSUE ON SALE 28th FEBRUARY

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REVIEWS SNES: B.O.B., NHLPA Hockey, Blues Brothers, Spindizzy Worlds. NES: Jetsons, Ferrari Grand Prix. GB: Agro Soar, Lemmings. **GUIDE:** Legend of Zelda: A Link to the Past (SNES).

NMS 4 SOLD OUT

NMS 5 SOLD OUT

NMS 6
REVIEWS SNES: NBA Basketball, Tiny Toon Adventures, WWF Royal Rumble, Mortal Kombat. NES: Jurassic Park, Aussie Rules Football. GB: Jurassic Park. **GUIDES:** Super Mario Land 2 (GB), Starwing (SNES).

NMS 7 SOLD OUT

NMS 8
REVIEWS SNES: Super Bomberman, Boxing Legends of the Ring, Mario is Missing, Another World, California Games II, Kevin Keegan's Player Manager, Pocky & Rocky. NES: Eliminator Boat Duel. **GUIDES:** Tom & Jerry (NES), Starwing (SNES).

NMS 9 SOLD OUT

NMS 10
REVIEWS SNES: Equinox, Yoshi's Cookie, Super Turrican, Flashback, Aero the Acrobat, Zombies Ate My Neighbours, Rocky Rodent. GB: Legend of Zelda: Link's Awakening, Adventure Island 2, Pang, Felix the Cat. **GUIDES:** Jetsons (NES), Parodius (SNES), S.M. World (SNES).

NMS 11

REVIEWS SNES: TMNT Tournament Fighters, Choplifter III, Super Empire Strikes Back, R-Type III, Major Title, Skyblazer, Cool Spot, Art of Fighting. NES: Bubble Bobble, Kirby's Adventure. **GUIDES:** The Lost Vikings (SNES), Shadowrun (SNES).

NMS 12

REVIEWS SNES: NBAJam, Ren & Stimpy Veediots, Aladdin, The Flintstones - The Treasure of Sierra Madrock, Yoshi's Safari, Fatal Fury, Rock 'N' Roll Racing. NES: Darkwing Duck, Mighty Final Fight, Jimmy Connors' Tennis. GB: Garfield. **GUIDES:** Zombies, Zelda II - The Adventure of Link (NES).

NMS 13

REVIEWS SNES: Mario & Wario, Alfred Chicken, Young Merlin, Biometal, Super Off-Road - The Baja, T2 - The Arcade game, Battleclash, Championship Pool. NES: Kabuki Quantum Fighters. GB: Popeye, Bart & The Beanstalk. **GUIDES:** Super Bomberman (SNES), Super Mario Bros. 1/2/3 (NES), Jurassic Park (SNES).

NMS 14 SOLD OUT

NMS 15 SOLD OUT

NMS 16 SOLD OUT

NMS 17 SOLD OUT

NMS 18 SOLD OUT

NMS 19 SOLD OUT

NMS 20 SOLD OUT

NMS 20

REVIEWS SNES: Earthworm Jim, Ren & Stimpy Time Warp, Mickey Mania, Super Morph, Mickey's Ultimate Challenge, Drop Zone, Radical Rex. NES: Smash TV. GB: The Flintstones, Micro Machines. **GUIDE:** Stunt Race FX (SNES).

NMS 22

REVIEWS SNES: Super Return of the Jedi, Beastball, Illusion of Gaia, Mighty Max, Pitfall, Jammit, Barkley Shut Up & Jam. NES: Wario's Woods. GB: Jurassic Park 2, Wario Blast, Game Boy Gallery, Mighty Morphin' Power Rangers. **GUIDE:** Donkey Kong Country (SNES). **PLUS:** Street Fighter Movie.

NMS 23

REVIEWS SNES: Syndicate, Street Racer, Super Punch Out, Capcom's Soccer Shootout, Wario's Woods, Kid Klown in Crazy Chase, The Lion King, Jurassic Park 2. NES: Kick Off. GB: Soccer. **GUIDE:** Donkey Kong Country (SNES). **PLUS:** Anime/Buichi Terasawa Interview, Argonaut Interview.

NMS 24

REVIEWS ULTRA 64: Killer Instinct, Cruisin' USA. SNES: Cannon Fodder, Final Fantasy III, Ghoul Patrol, Tetris & Dr. Mario, Super Probotector. GB: NBA Jam, Nigel Mansell. **GUIDES:** Secret of Mana (SNES), Donkey Kong Country (SNES). **EXTRA:** Amos Wong Dartboard, Behind the Scene of NMS.

NMS 25

REVIEWS SNES: Unirally, NBA Jam Tournament Edition, Seaquest DSV, Cal Ripken Jr Baseball, Rise of the Robots, Shaq Fu, Wolverine Adamantium rage, Outlander. GB: Stargate. **GUIDE:** Super Punch Out (SNES). **PLUS:** Interview with Nintendo Australia's Marketing Director.

NMS 26 SOLD OUT

NMS 27 SOLD OUT

NMS 28

REVIEWS SNES: Super International Cricket, Chrono Trigger, Robocop Vs Terminator, Star Trek - Starfleet Academy, Stargate. NES: Lion King. GB: Mario's Picross, Kirby's Dream Land, FIFA International Soccer. **GUIDE:** Unirally (SNES).

NMS 29

REVIEWS SNES: Justice League Task Force, Judge Dredd. GB: Donkey Kong Land, Earthworm Jim, Pac In Time, Judge Dredd, Bubsy 2. **GUIDES:** Illusion of Time (SNES), Syndicate (SNES). **PLUS:** Acclaim Feature.

NMS 30

REVIEWS SNES: Killer Instinct, Metal Warriors, Megaman 7, Kirby's Ghost Trap. GB: NBA Jam Tournament Edition. **PLUS:** Paradigm Interview.

NMS 31

REVIEWS SNES: Doom, The Mask, Theme Park, Urban Strike, Demolition Man, Super Bomberman 3. GB: PGA Euro Tour. **GUIDE:** Donkey Kong Land (GB).

NMS 32

REVIEWS SNES: Mortal Kombat 3, Obelix, Mechwarrior 3050. GB: Asteroids & Missile Command, Bomberman 2. **PLUS:** Software Creations Special.

NMS 33

REVIEWS SNES: Yoshi's Island, Dirt Trax FX, Batman Forever. GB: Batman Forever, SFII, Millipede & Centipede, Space Invaders. **PLUS:** Super Mario RPG, Anime.

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